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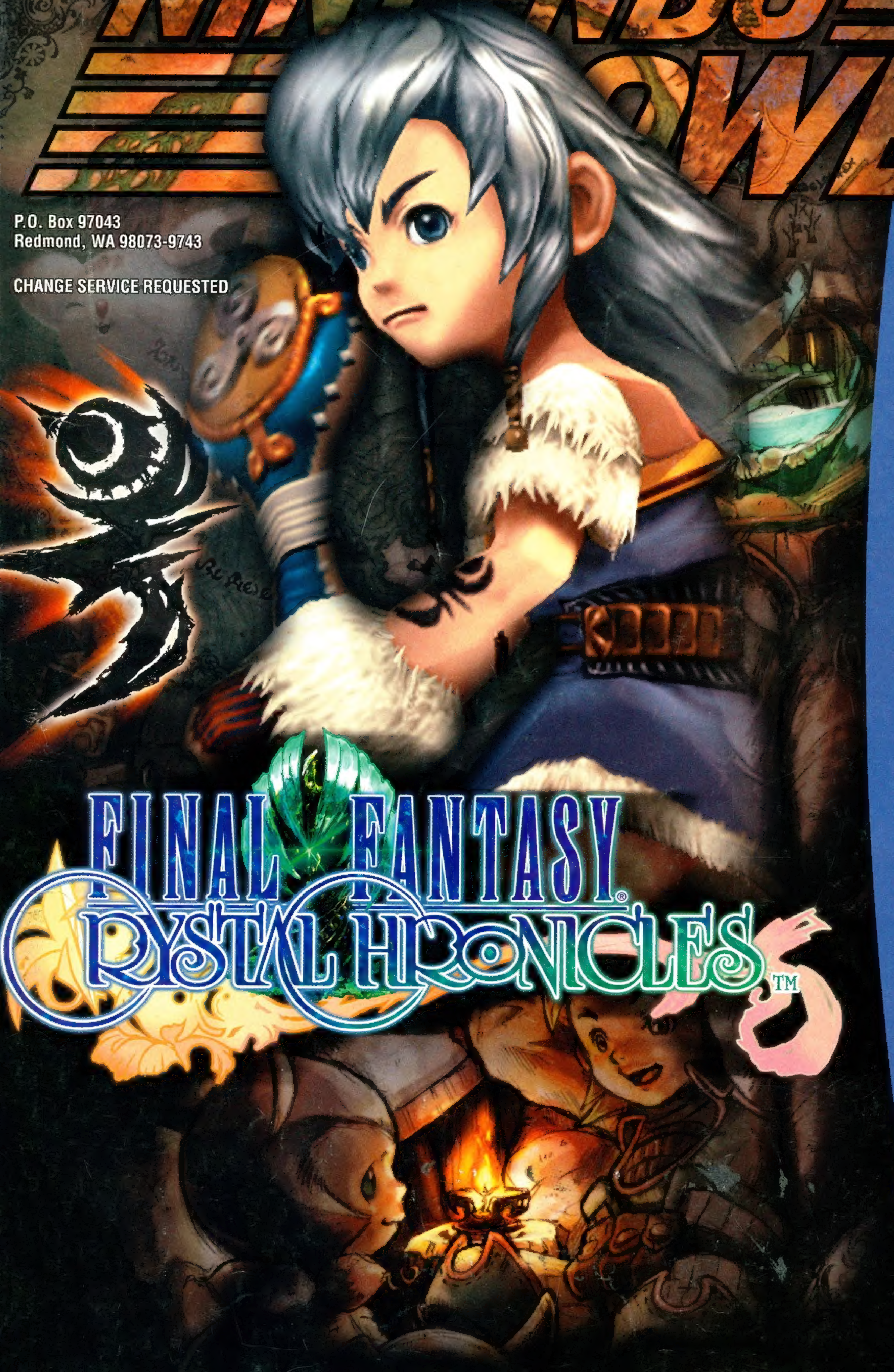

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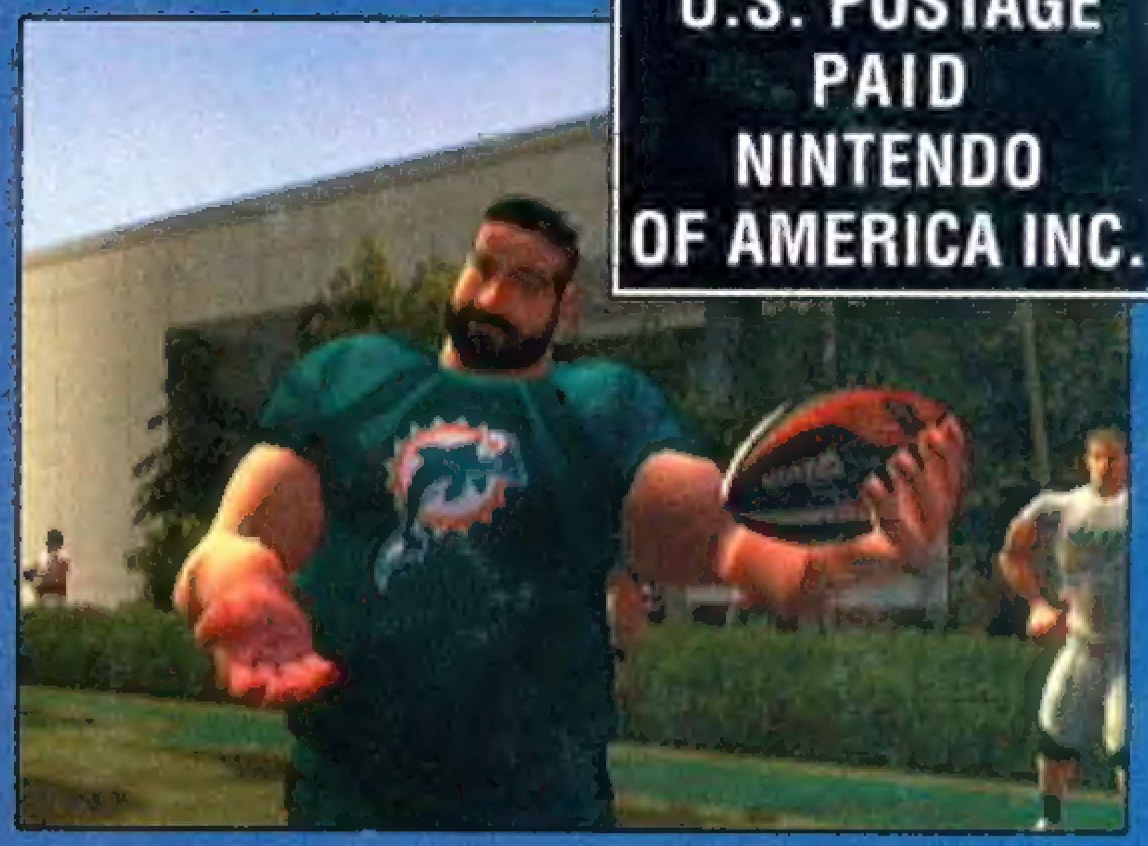

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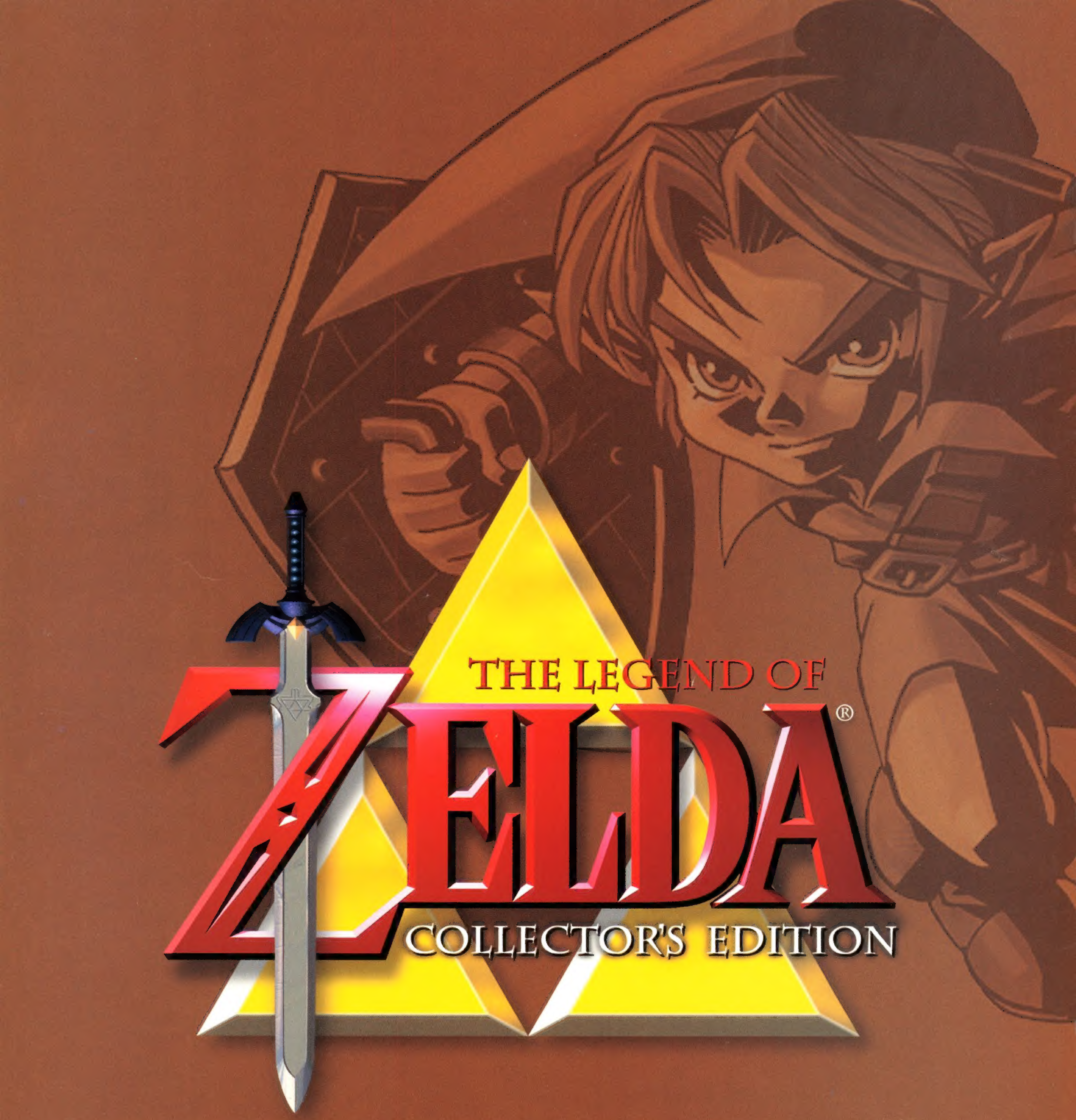

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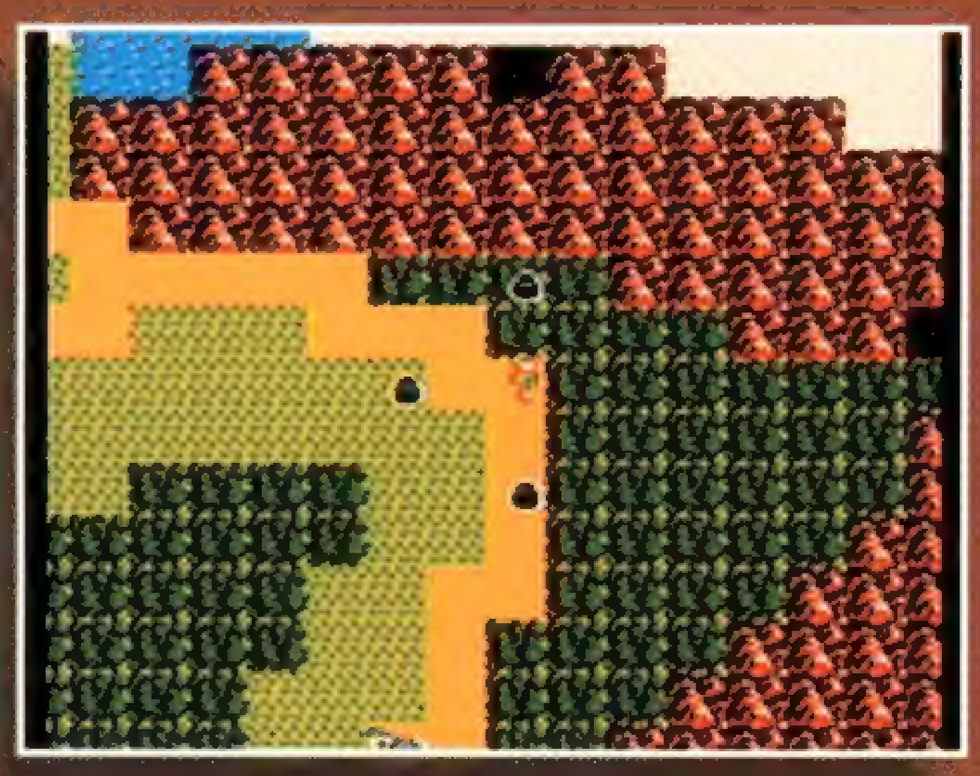

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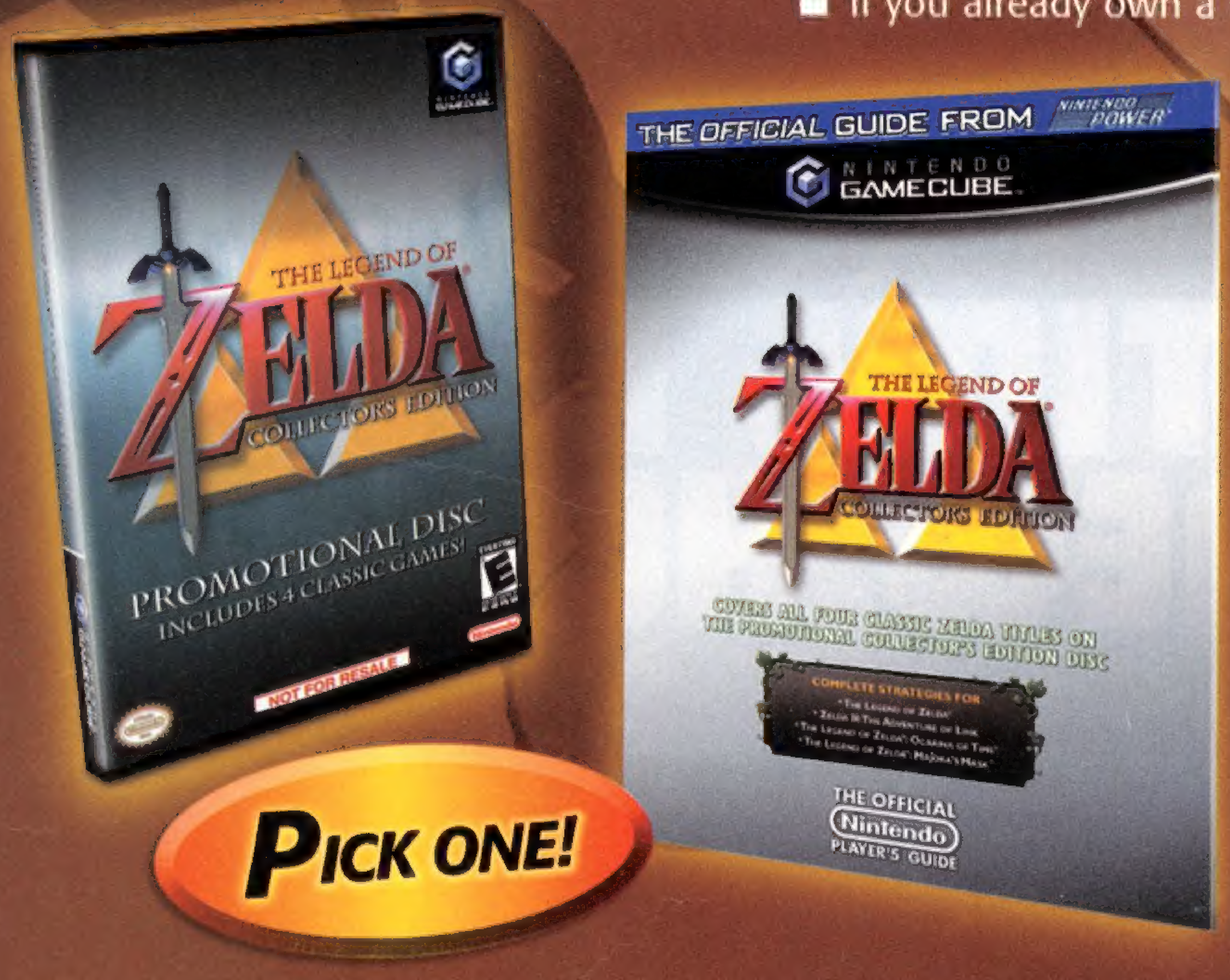
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IT'S TIME FOR
SOME NEW HEROES.

EVERYONE
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Mild Fantasy Violence

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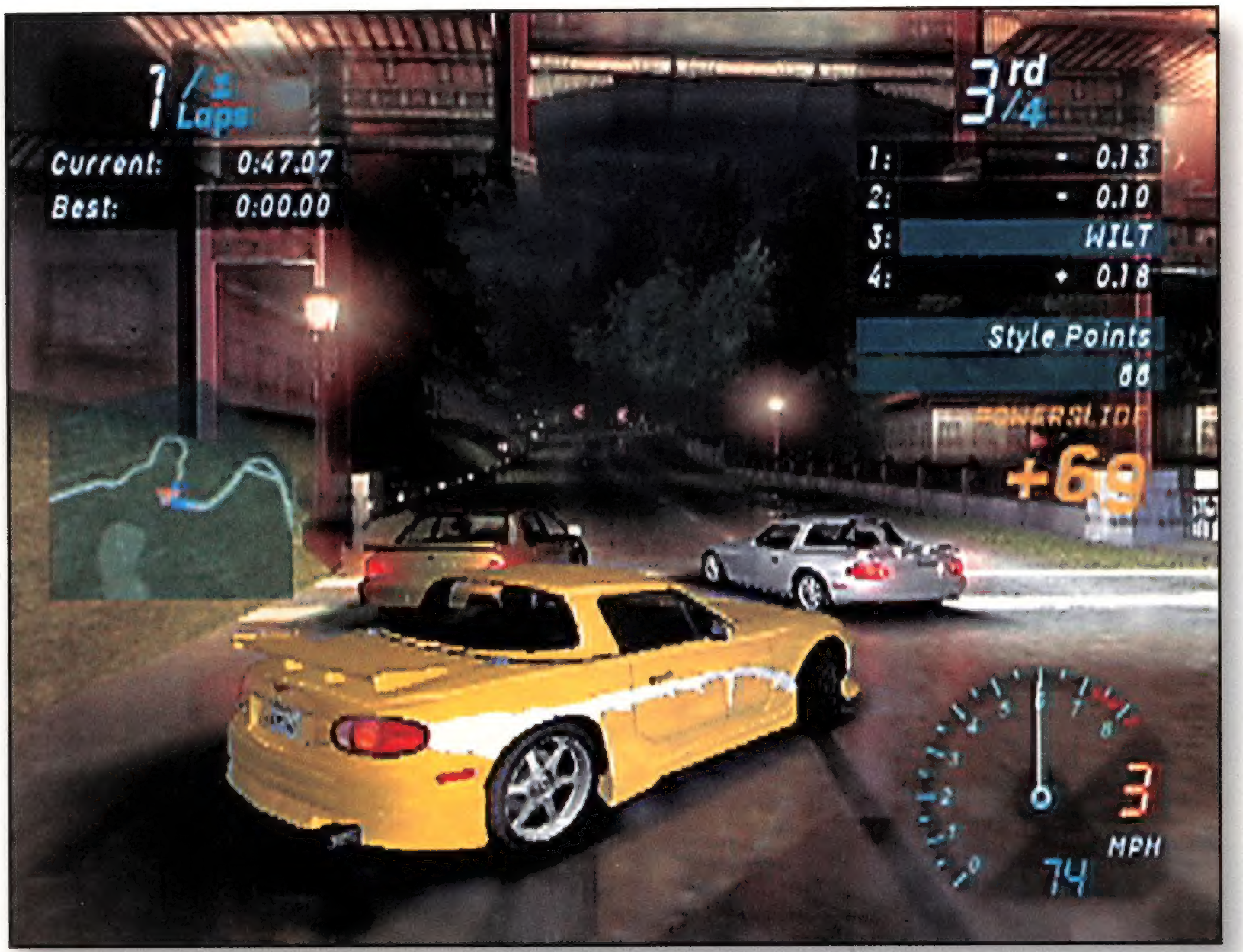

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7
Bennett
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54 Vikings can fly.

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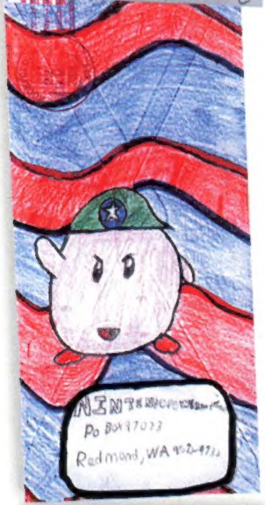
PLAYER'S PULSE

BOWSIR
The ultimate villain
Bowser's Secret Pastime Pleasure



MARIO BALL Z
THE LEGACY OF PEACH II
Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA
98073-9733

In 2004 Player's Pulse will continue to answer your questions and bring you the latest buzz. We've got quite a smattering of topics to kick off 2004—read on! We're looking forward to a very exciting year.

NAME THAT CELEBRITY

What is the song that is being played in the new Super Mario Advance 4: Super Mario Bros. 3 commercial where all the kids are running in the streets and flying and stuff?

Asuka3610
Via the Internet

The song you heard is "Hatsukoi" by the popular Japanese singer, Mayumi Kojima. It is off her singles collection album, Me and My Monkey on the Moon*.*

I saw the commercial for XIII on the TV the other day, and I gotta say, the voice-over sounds a lot like David Duchovny. Is it him? Did he do any of the voice acting for the game?

Buddy Rogers
Via the Internet

Good ear! You're absolutely right. David Duchovny (known to many as Fox Mulder from The X-Files *TV series) lends his voice to the main character in Ubisoft's action-packed new title. Adam West (the original Batman) is another of XIII's famous voice contributors.*

THE INSIDE SCOOP

Could you tell me where to find a Troubadour or Valkyrie in the new Fire Emblem game? It would really help me out!

Marksmds
Via the Internet

Priscilla, whom you can recruit during Chapter 14 of Eliwood's and Hector's stories, is a Troubadour. To change her into a Valkyrie, you must find the Guiding Ring or Earth Seal and raise her to level 10. Check out Nintendo Power's official Fire Emblem guide—it has this info and much, much more!

In Mario & Luigi: Superstar Saga for GBA, Mario is able to make fire come out of his hands. Was this just a coincidence that Mario got the fire power, or was this thought out because in the other games when Mario gets a Fire Flower, he has the power to use fire?

gamefreak338
Via the Internet

Fireball-tossing has always been one of Mario's signature moves. We're fairly certain that the Superstar Saga developers wanted to retain Mario's familar flare—he's still a real spitfire after all these years!

When I saw Fire Emblem for the GBA, I thought those guys [in the game were] Marth and Roy, but they aren't. Did you guys just change their names, or [is it] just that they're different people?

Vash Z. Stampede
Via the Internet

Fire Emblem on GBA is a prequel to the Japanese Fire Emblem game from 2002 that features Marth and Roy. One of Fire Emblem's main charcters, Eliwood, is actually Roy's father.

Are the rumors true about Nintendo already working on another Ham-Ham game? I read about it somewhere, and can't seem to get a definite answer.

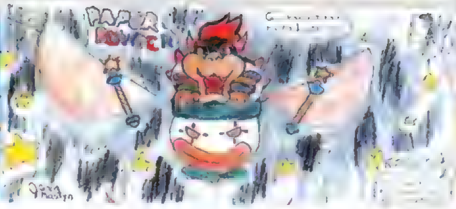
Hannah Hix
Iowa

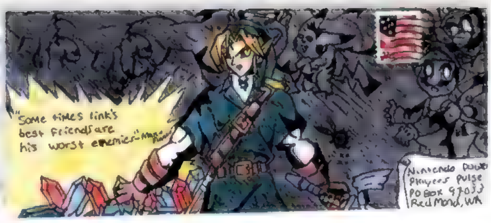
LETTER OF THE MONTH

People are all about the gameplay, the story, the characters, the multiplayer action and all that stuff, but what about the art? I don't just mean the graphics. I'm talking about the art on the cover of the game, or the instruction manual or the player's guides. Some of these drawings are amazing. But some of the most astonishing pieces of art are the *Star Wars* drawings. Every single *Star Wars* case or manual that I have seen, whether it's the Clone Wars or Rogue Squadron [is] amazing. The technical drawings of the X-wings, the brilliant explosion of a TIE fighter—they are always impressive. But who are the artists? These faceless Da Vincis. They should be made known to the world. In my opinion they are the unsung heroes of gameplay.

Michael Douglas
Ontario

Here's a great glimpse into the life of a LucasArts artist from Greg Knight, a senior artist at LucasArts: "As a Star Wars artist, I spend most of the day imagining that George Lucas's characters and locations are real, and then painting what I see. I spend the rest of the day confused that they are real and that my Ford Escort is a battle-worn X-wing. My insurance company won't cover me anymore."





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Yes, Nintendo is working on a new Hamtaro game called Hamtaro: Rainbow Rescue—there isn't a release date for the game yet, but stay tuned. You can check out a screenshot of the game in Vol. 169's E³ preview article.

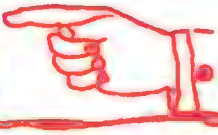
DOWN TO BUSINESS

Help me! I lost the charger for my GBA SP and the battery went out! Where can I get a new one?

Chad Augustine
Via the Internet

You can order a new or refurbished AC Adapter for your GBA SP, plus many other parts and accessories, from nintendo.com.

PIXAR & THQ CONTEST WINNER



The Pixar & THQ contest winner, Jake Wood (affectionately referred to as "King" on the trip), recently flew from Alabama to California with his father, Stephen, and brother, Joey, for an action-packed trip. At Pixar Studios they met with Ben, one of the illustrators, who taught them to draw their favorite characters from *Finding Nemo*. They also took a tour of the illustrator's offices and got a sneak peek at the upcoming title *The Incredibles*. In LA, they visited THQ's Heavy Iron Studios where lead programmer Shiraz walked them through the entire game-production process. The family also explored some of San Francisco's and LA's famous sights, from the Golden Gate Bridge to Universal Studios to Grauman's Chinese Theatre.

I was looking through Vol. 174 and I came across a page where there was a cool scooter and some other Viewtiful Joe merchandise. I was looking at the thing you fill out and it asked what age I am. I thought that since VJ is rated Teen, that since I'm only 10 that I couldn't win it. So, do I have a chance of winning?

Justin Hubbard
Via the Internet

Anyone who is not a Nintendo employee or an affiliate of Nintendo may enter our sweepstakes, regardless of the featured game's ESRB rating. If a winner is under 18 years of age, his or her parent or guardian must claim the prize(s).

I was making my Christmas wish list [while] looking at the [Nindex's] Titles Currently Available section and Gladius was nowhere to be found! I checked in Vol. 174 and Vol. 175 and it wasn't listed in either issue, however in the Now Playing section of Vol. 174 the third review was for Gladius. I checked [online and found out that it was released in November]. What's going on? Has someone stolen all the copies, or what? Could you please clear this up for me?

John E.
Via the Internet

Once in a while a game is released between issues of Nintendo Power and may not appear in the Nindex on the day it hits stores. We work a few months ahead—we try our best to list games in the issue that will be out when games are scheduled to be released. For Gladius, the game was released in November, so it fell between Vol. 175 and Vol. 176. We've made sure it's in this month's Nindex. We appreciate your feedback—thanks!

I recently broke out my old NES [and] I don't know how to save my gameplay. For example, in Super Mario Bros. 3, I will finish the first world, then stop [playing]. When I go back, I have to start all over again. How do I save on the old NES system?

Harley Shellhammer
Via the Internet

You don't save to the NES itself, but rather to the Game Pak. If you're playing the original Super Mario Bros. 3 for the NES, you can press Start at any time to save your game progress. When you turn on the game again, you'll start in the level where you saved. If your game save files are gone when you turn it back on, the battery that the game uses to save could be dead. In such a case, we recommend purchasing a used copy of the game—we no longer have replacement game batteries for NES and Super NES games in stock. Check for used NES and Super NES titles at game stores and garage sales.

ONLINE GAMER DREAMS

If I could make a game into an online game to play across the world, I would have to say Skies of Arcadia Legends. You could make your own character, [and] the world would be 125 times bigger! You could team up with other people and make a party, or two or three parties could travel together and help each other.

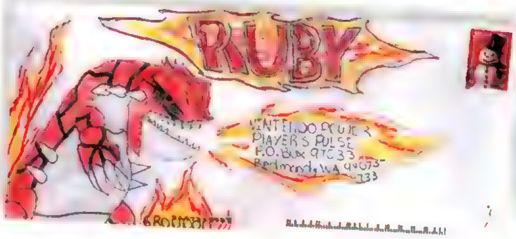
ybsa001
Via the Internet

I think that there should be an online version of Harvest Moon. You could visit other people's farms and talk to them and trade items and compare vegetables. You could have cow contest and all kinds of things.

A.J. Rodriguez
Via the Internet

A game I'd like to see online would have to be Pikmin. You'd get to control your army of Pikmin to battle and meet other Pikmin armies [all over] the world. Of course there would be many different missions exclusive to the online mode of the game—some you could do alone or with another army.

Jorge Moreno
Via the Internet



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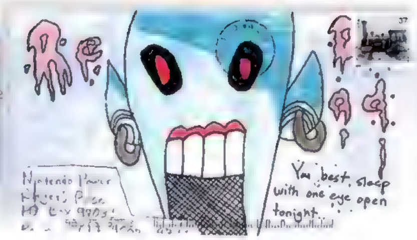
You best sleep with one eye open tonight.

I think that Paper Mario should become an online game. It would be really fun because you could go through new levels, get partners, items, and badges and you could fight other players with the turn-based system.

Squall[KH]
Via the Internet

I think that a great Nintendo game to make online would be [a mix of the games from] the Legend of Zelda series. You could explore Hyrule, pick your own race (Hylian, Sheikah, Zora, Kokiri, Goron, Gerudo and more). It would be cool to go on quests and meet people. You could sell stuff at the market, rent or buy housing in villages like Kakariko—there are lots of possibilities! The music would be music from the series [as well as] new music.

Nintendo151988
Via the Internet

I think a great game to put on the Internet would be Fire Emblem. There would be different rooms where people could play the strategy RPG with their friends and people around the world. The players would be able to chat to each other in-game. Games could be 1 vs. 1, 2 vs. 2 or free-for-all, and you could choose default maps or have an option to create your own custom maps (adding forests, bridges, water, etc.).

Roy57
Via the Internet

The game I would choose to become an online game would most definitely have to be the greatest game of all time—Super Smash Bros. Melee. It would be fantastic to be able to play people across the world, to be able to show off my skills in the game versus people in other countries.

Christian Beaudin
Via the Internet

If I could make any Nintendo game into an online experience, it would be the Pokémon series. Like in the Stadium series, I'd want to use my own Pokémon to battle friends online using the GCN.

Audra Fahmie
Via the Internet

The game I would most love to see turned into an online experience would be Animal Crossing. Just imagine it! Not only could you have your own city where you live with your animal friends, but you could visit other towns all over the word! I imagine it like this: The game would be the same as it is now, with many new items, upgrades, clothes etc., and you would earn money by fishing, doing tasks and selling items just like you do [in the original Animal Crossing]. Then once you were bored with your own town or just fancied a holiday, you would take the train to a giant central train station, where all the other Animal Crossing users could meet up to chat, give hints, trade stuff, or perhaps be invited to other towns. You could even pick up a Crossing Guardian while you're there to see whose town has won awards and get tips from the pros. Once you got an invite from another user, you could hop on a train and head to another person's town to explore it and meet new people (and animals) and collect new items. There should also be at least two human players allowed in the town at a time, so you could perhaps even compete in real time with your fellow humans in treasure hunts and such!

Jarred Azevedo
Alabama

If I could make any Nintendo game into an online experience, it would definitely have to be The Lord of the Rings: The Two Towers for GCN. The Battle of Helm's Deep would be a hit for sure! The Orcs could easily be played by 10,000 people, as that was the number of Orcs at Helm's Deep, while 100 people could fill in the spots of the Elves, and 200 people for the race of Men.

AnimeGirl1257
Via the Internet

I think that F-Zero GX would make an excellent online game! Just imagine you in your favorite hovercraft, pitted against 29 other people, all competing for glory and the checkered flag! It would have a random track selected for each race, and the track could even be an AX track!

Jesse A. Fredrickson
Via the Internet

OOPS!

In Vol.176's Player's Pulse we printed some incorrect info regarding Fire Emblem for the GBA. The symbols that appear by each character's name on the status screen don't influence their magical attributes—they're merely there for show. We hope this hasn't caused any confusion.

This Month's Arena Scores

Soul Calibur II: Arcade Mode completion times (V. 174)

Ronald Dy	**0:58:56**
Matthew Brewer	**1:00:15**
Jonathan Rethorn	**1:06:93**
Donovan Durkes	**1:13:11**
Matt Reid	**1:18:48**

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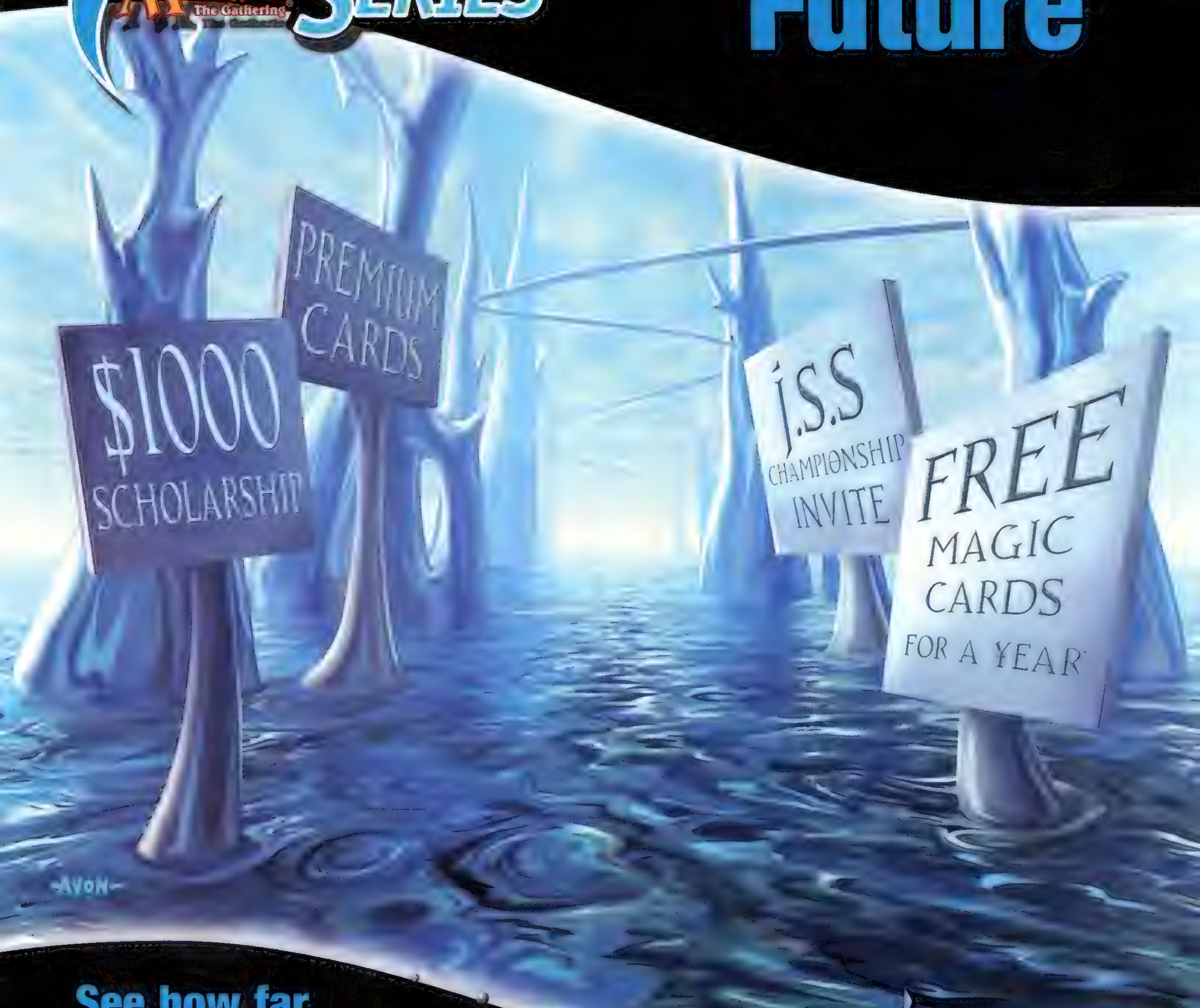
WRITE AWAY RIGHT AWAY

The beloved Nintendo Power Awards are just around the corner. What categories would you include if it were up to you? Worst Outfit in a game? Best use of a Kitchen Utensil? Now is your chance to let your voice be heard! Send us your best Power Awards category ideas—be creative! Send your ideas to the addresses listed in the 411 section on page 124.

The Best Future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*One booster display of the current **Magic** expansion and one booster display of the subsequent two Magic expansions, to be sent directly to the player from Wizards of the Coast.

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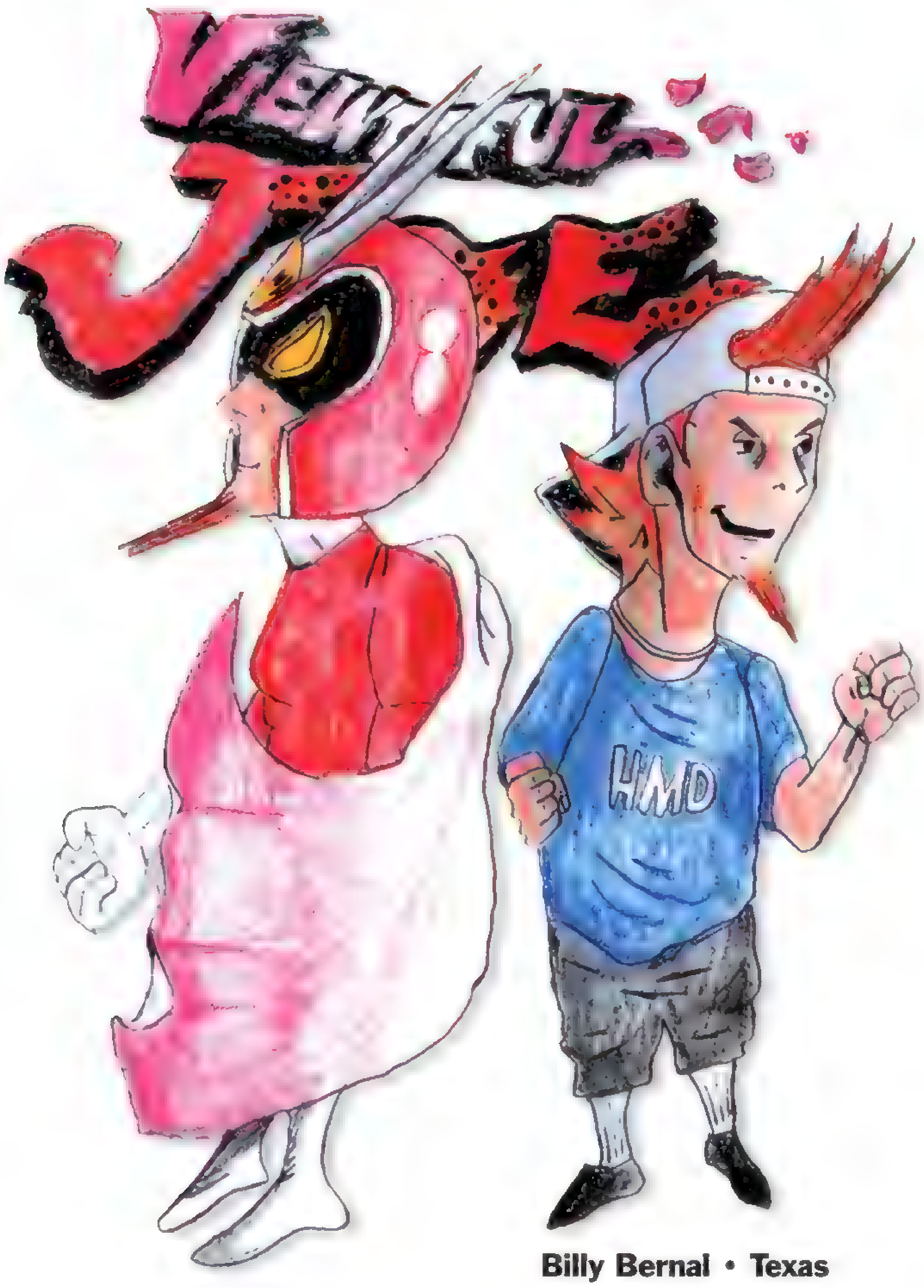
PLAYER'S PULSE ARTIST'S GALLERY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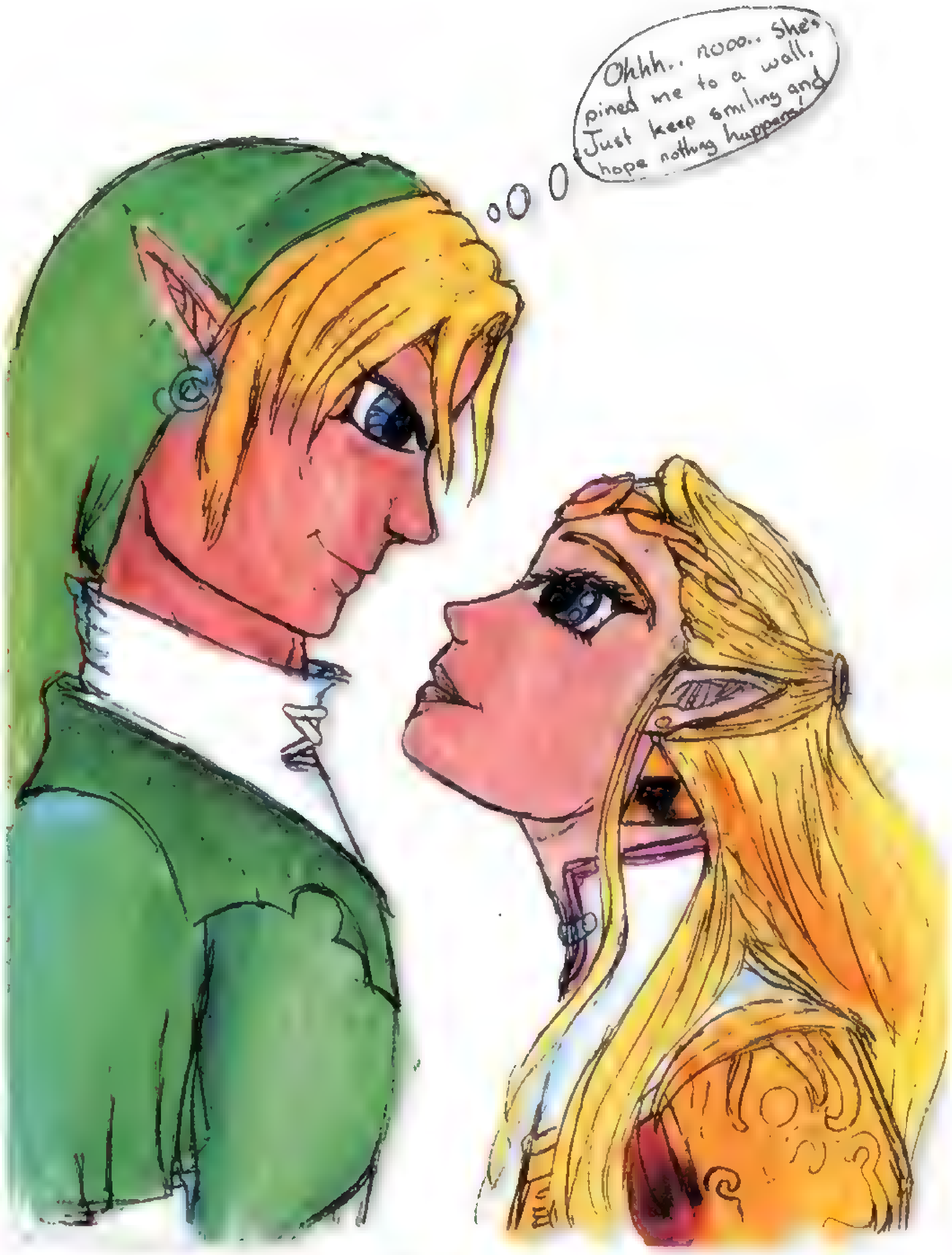
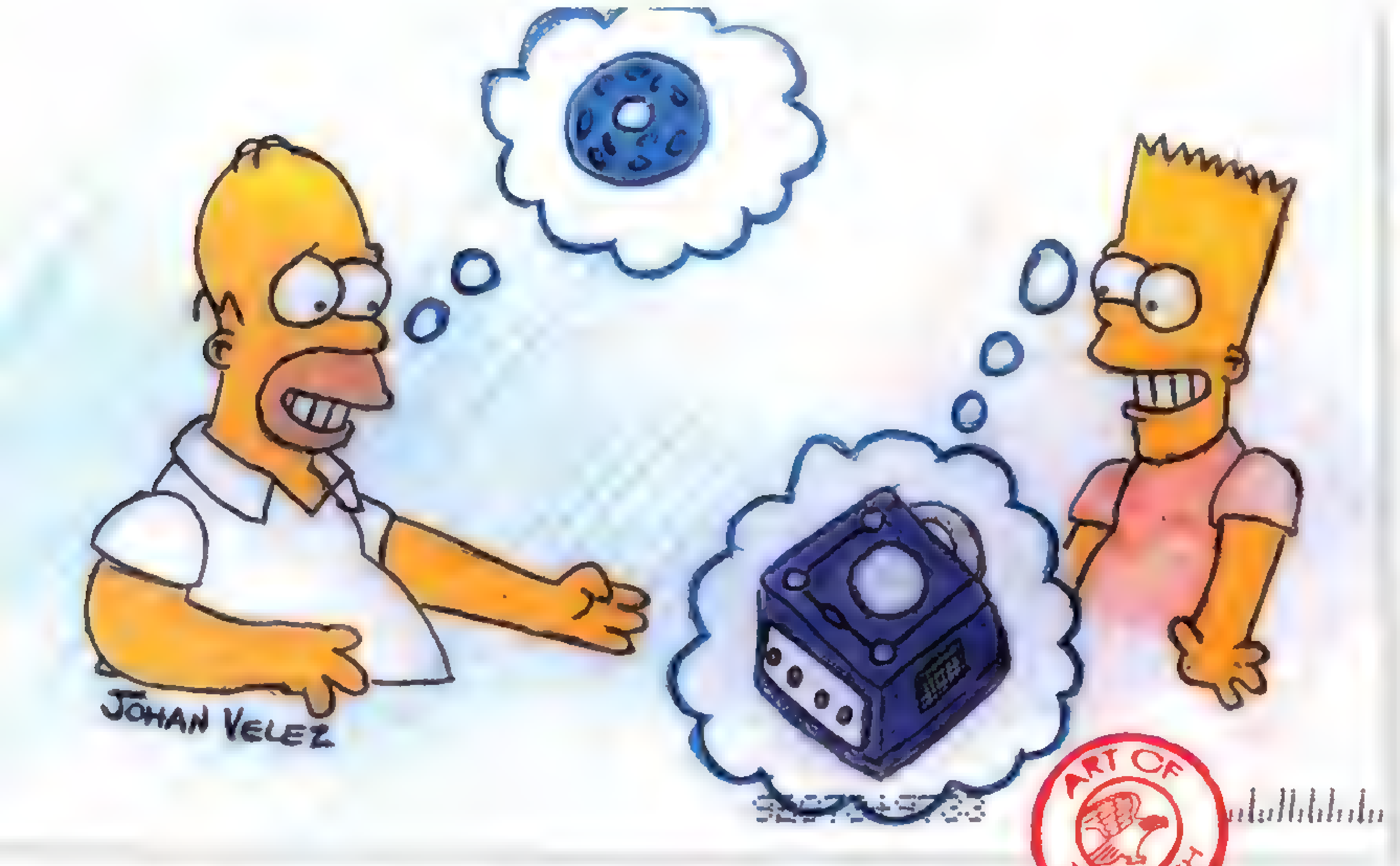
Billy Bernal • Texas

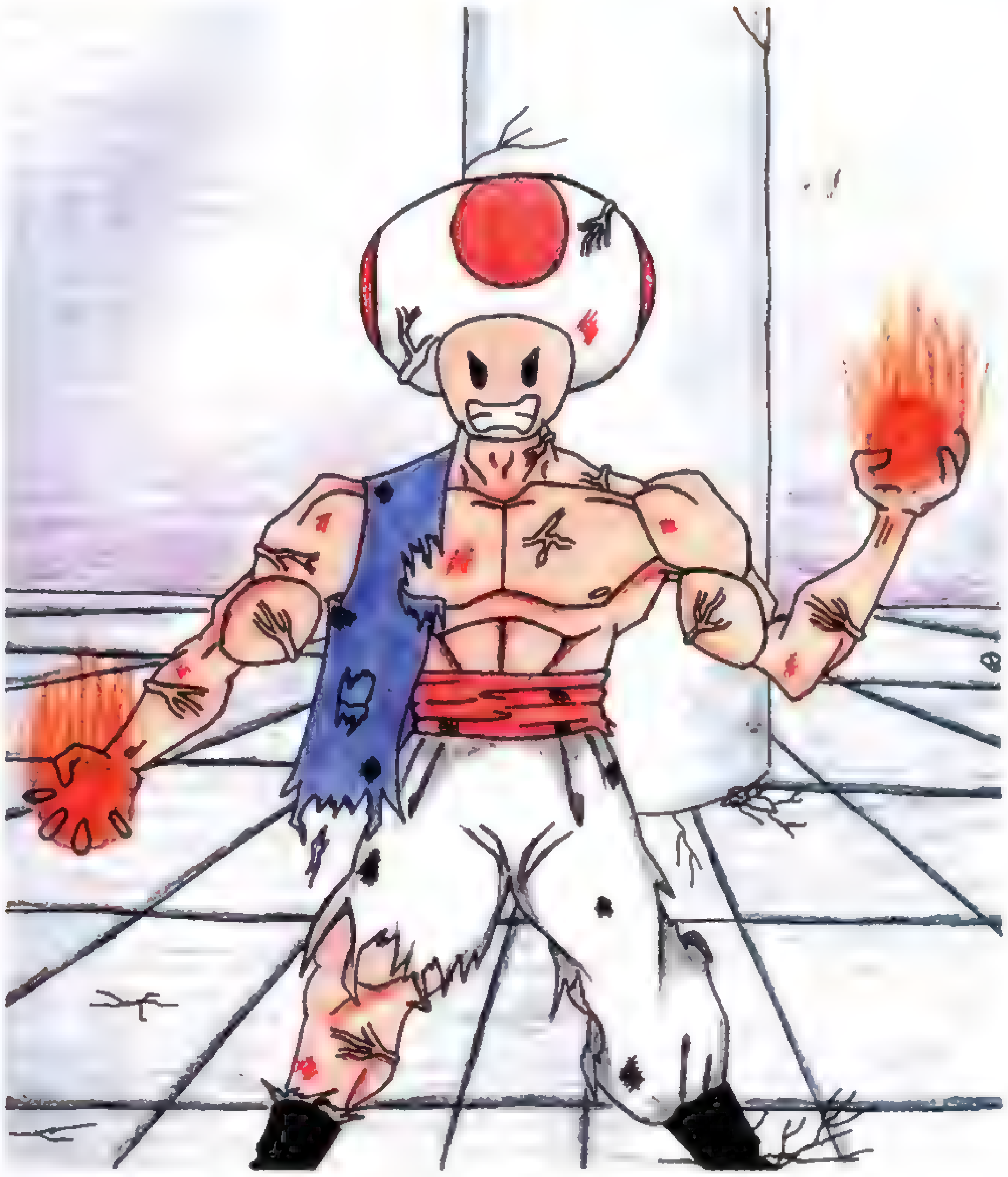

Ohhh.. nooo.. She's pined me to a wall. Just keep smiling and hope nothing happens!

Molly Van Norman • Kansas


JOHAN VELEZ

Johan Velez • Florida

ART OF THE MONTH
CONTEST WINNER



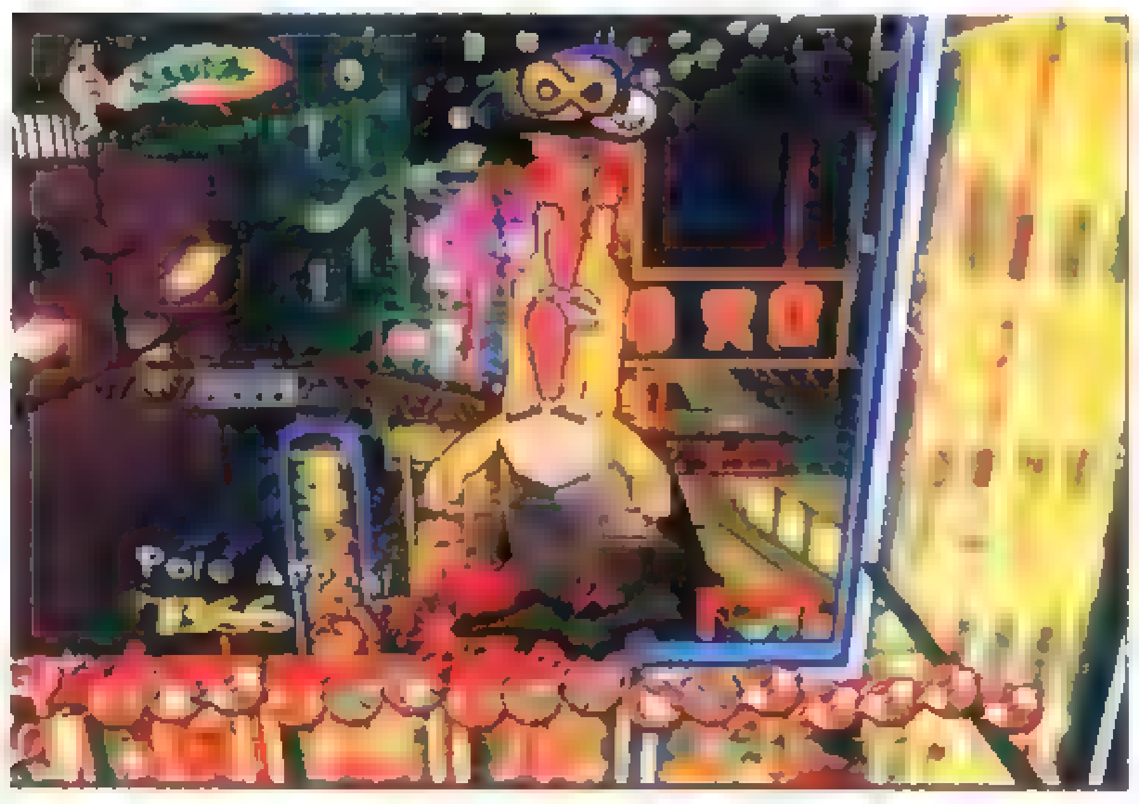
Christopher Paton • Massachusetts

There are some individuals who would prefer that we not publish a game like Go! Go! Hypergrind.

Let them vent.

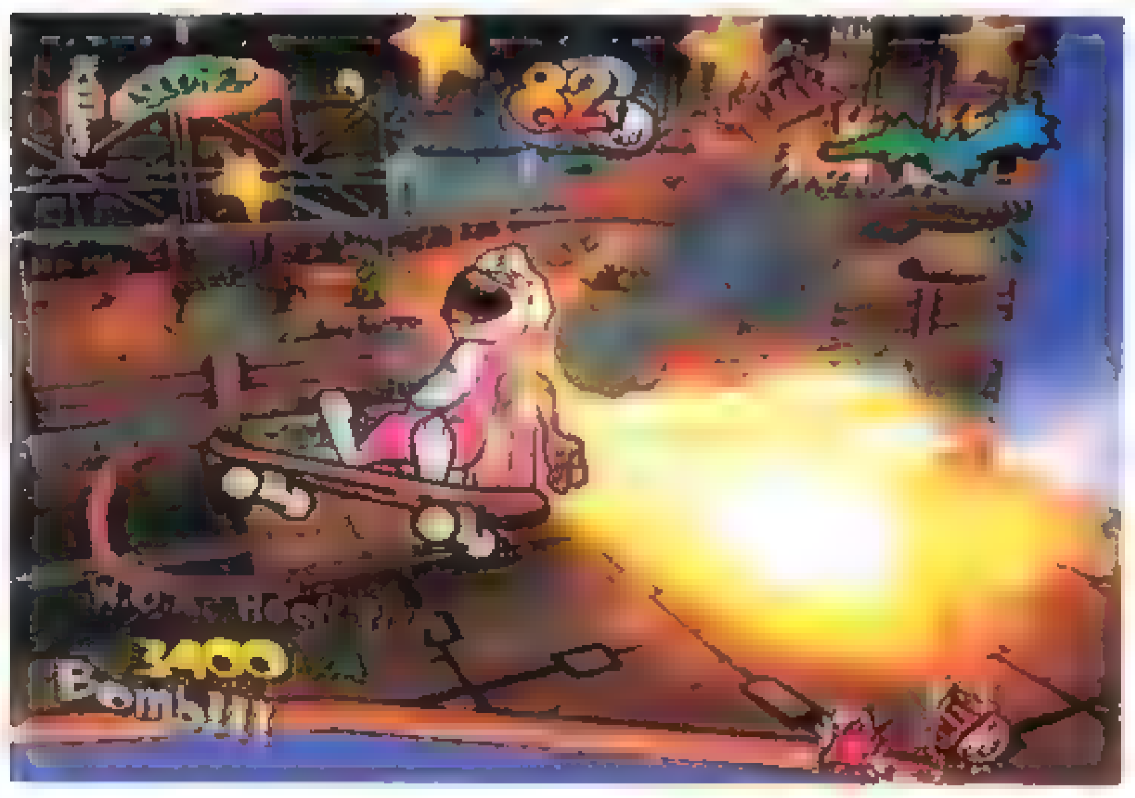
"Do you like skating? If you do then Go! Go! Hypergrind should rocket to the top of your "Must buy" list. You won't be disappointed."
- Nintendophiles

"Go! Go! Hypergrind is fast, fun, kooky, and it looks great."
- IGN.com



Skate as one of 12 crazy, cool competitors, designed by SPUMCO, the world-famous animation studio responsible for The Ren & Stimpy Show and The Ripping Friends!

Compete in a multitude of head-to-head multiplayer modes such as Push, Race and Battle!

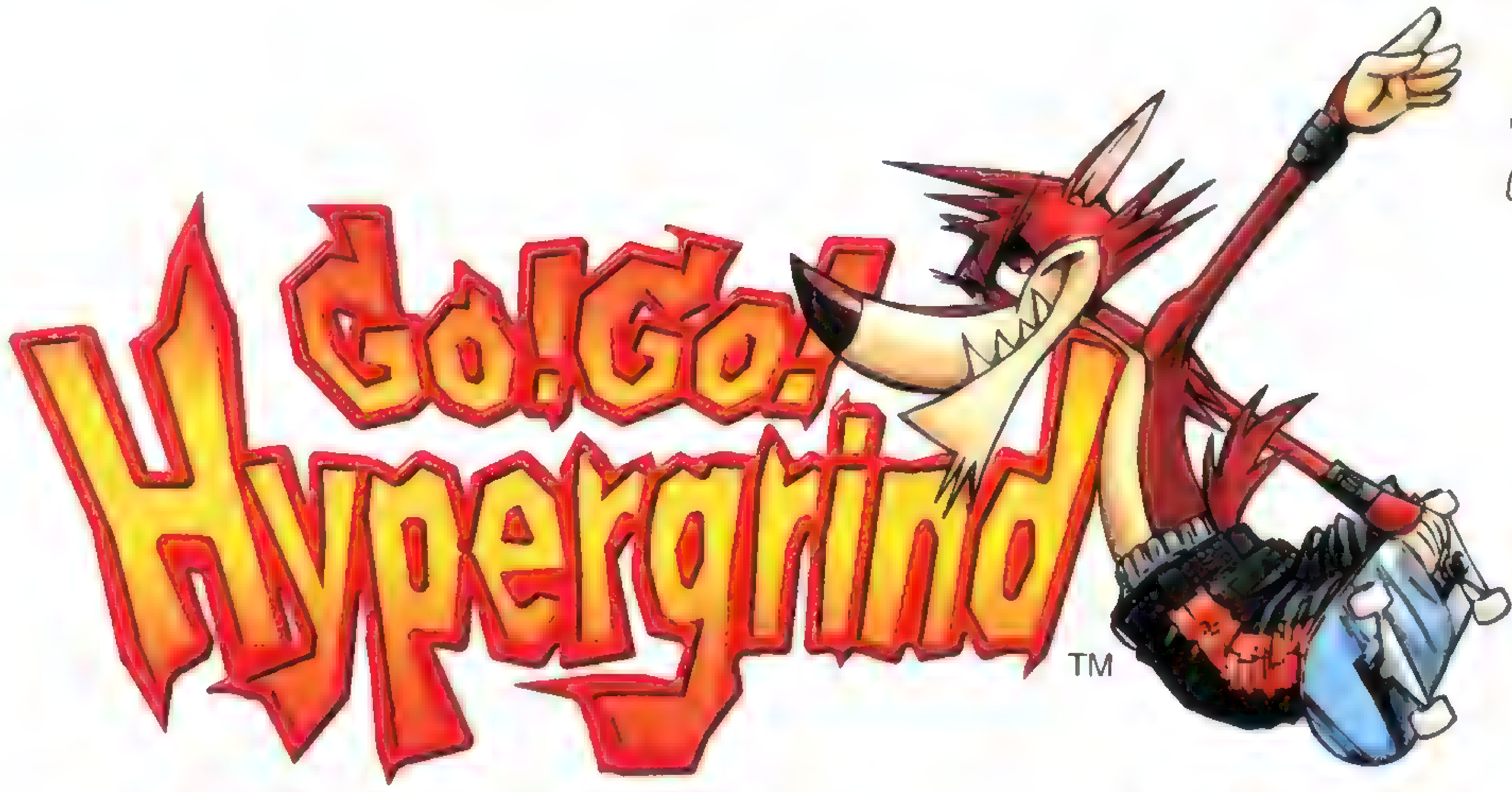


Use the new "Negative Reaction" system to score insane points and begin your rise to stardom! Chain multiple Negative Reactions together with normal tricks for insane combination points!

Powerful graphics engine allows for real-time character deformation. The wacky, cel-shaded skateboarders can be subjected to numerous humiliations, such as being set on fire, flattened and covered in caca!

"...your ticket to many nights of great gaming."
- NintendoInsider.com

"...absolutely insane..." - GamesAreFun.com



CRUDE. CRAZY. CONSTITUTIONALLY PROTECTED.

TEEN
T
Crude Humor
Suggestive Themes
Violence
ESRB CONTENT RATING www.esrb.org

DOLBY DIGITAL PRO LOGIC II

NINTENDO GAMECUBE.

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POWER CHARTS.177

Nintendo GameCube

With over half a million units sold in just two weeks, Mario Kart: Double Dash!! must have been atop many a holiday wish list. The addictive racer leads a number of new entries on the GCN sales chart this month.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	MARIO KART: DOUBLE DASH!!	•	1
2	MARIO PARTY 5	•	1
3	SUPER SMASH BROS. MELEE	5	23
4	THE LORD OF THE RINGS: THE RETURN OF THE KING	•	1
5	LUIGI'S MANSION	10	17
6	KIRBY AIR RIDE	3	2
7	TONY HAWK'S UNDERGROUND	•	1
8	SUPER MARIO SUNSHINE	7	11
9	DRAGON BALL Z: BUDOKAI	•	1
10	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	1	2
11	BURNOUT	•	1
12	NASCAR THUNDER 2003	•	3
13	TRUE CRIME: STREETS OF L.A.	•	1
14	HARRY POTTER: QUIDDITCH WORLD CUP	•	1
15	SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM	•	1
16	MEDAL OF HONOR: RISING SUN	•	1
17	TAK AND THE POWER OF JUJU	9	2
18	DISNEY'S FINDING NEMO	•	5
19	NEED FOR SPEED: UNDERGROUND	•	1
20	TEENAGE MUTANT NINJA TURTLES	6	2

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	FINAL FANTASY: CRYSTAL CHRONICLES	1	5
2	MARIO KART: DOUBLE DASH!!	3	4
3	BEYOND GOOD & EVIL	2	4
4	NFL STREET	•	1
5	POKéMON COLOSSEUM	•	1
6	VIEWTIFUL JOE	5	9
7	PAC-MAN VS.	7	2
8	PRINCE OF PERSIA: THE SANDS OF TIME	4	2
9	XIII	6	2
10	PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION	•	1
11	I-NINJA	9	2
12	1080°: AVALANCHE	16	3
13	THE LORD OF THE RINGS: THE RETURN OF THE KING	8	3
14	GOBLIN COMMANDER: UNLEASH THE HORDE	•	1
15	MADDEN NFL 2004	13	7
16	SONIC HEROES	10	2
17	HARVEST MOON: A WONDERFUL LIFE	•	1
18	NEED FOR SPEED: UNDERGROUND	•	1
19	BLOWOUT	•	1
20	MIDWAY ARCADE TREASURES	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	TALES OF SYMPHONIA	GCN	2	6
2	METAL GEAR SOLID: THE TWIN SNAKES	GCN	1	6
3	KILLER 7	GCN	3	10
4	RESIDENT EVIL 4	GCN	4	3
5	GIFTPIA	GCN	5	3

Game Boy

Mario & Luigi: Superstar Saga remains our favorite Game Boy title for the third month in a row. Every time we think about replacing it with something else, Fawful threatens to destroy us with Mustard of Doom.

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	1	2
2	YU-GI-OH!: THE SACRED CARDS	●	1
3	NAMCO MUSEUM	6	6
4	FROGGER'S ADVENTURES: TEMPLE OF THE FROG	7	4
5	PAC-MAN COLLECTION	9	3
6	MARIO & LUIGI: SUPERSTAR SAGA	●	1
7	SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM	●	1
8	ED, EDD 'N' EDDY: JAWBREAKERS!	●	1
9	POKéMON RUBY	4	8
10	THE POWERPUFF GIRLS: HIM & SEEK	●	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	MARIO & LUIGI: SUPERSTAR SAGA	1	4
2	METROID: ZERO MISSION	5	2
3	FIRE EMBLEM	2	6
4	FINAL FANTASY TACTICS ADVANCE	3	9
5	MAX PAYNE	●	1
6	SWORD OF MANA	4	4
7	PRINCE OF PERSIA: THE SANDS OF TIME	8	2
8	GOLDEN SUN: THE LOST AGE	7	9
9	THE SIMS: BUSTIN' OUT	●	1
10	WARIO WARE, INC.: MEGA MICROGAMES	9	10

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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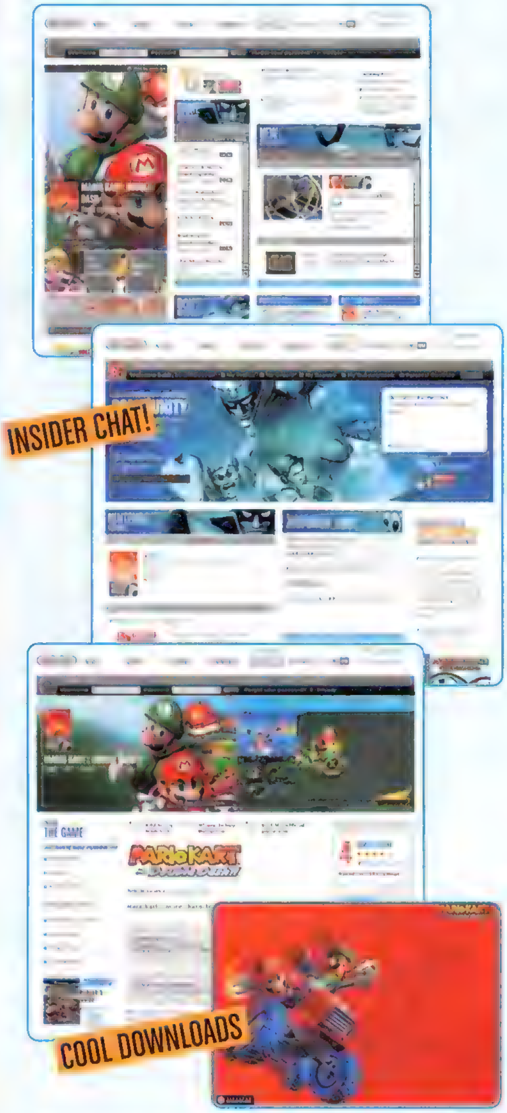
- Exclusive screen savers, wallpapers and icon sets for your computer
- E-Mail newsletters that keep you in the know about Nintendo
- Access to Nintendo's official online forums and Nintendo Power chat



Sign up today!
It's all free at Nintendo.com!

For information on registering your product, please visit http://www.nintendo.com/productreg

MACH SPEED
HMD
SIGH
SLOW
HMD
VIEWTIFUL JOE™

"Viewtiful Joe is way cool. Don't miss out on this awesome experience."
–Electronic Gaming Monthly

LIFE IS VIEWTIFUL

AN AVERAGE JOE CAUGHT UP IN A CRAZY STUNT-FILLED ACTION MOVIE WORLD. WITH THE AID OF HIS HERO, CAPTAIN BLUE, JOE IS GRANTED POWERS WHICH TURN HIM INTO VIEWTIFUL JOE, THE MOST STYLISH SUPERHERO TO GRACE THE SILVER SCREEN.

TEEN
T
CONTENT RATED BY
ESRB

Cartoon Violence
Suggestive Themes

BRADYGAMES
Strategy Guide
AVAILABLE

NINTENDO
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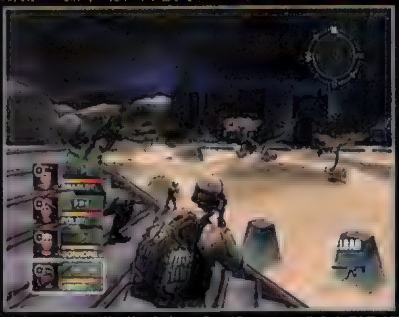
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

James Bond returns to Nintendo GameCube in a spine-tingling action romp from EA Games. From Moscow to Peru, Agent 007 wows the gals and whoops evildoers with awesome moves and futuristic gadgets.

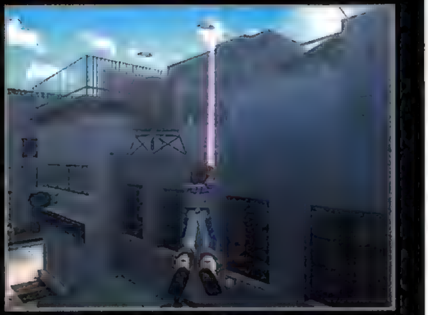
THE SPOTLIGHT

Conflict: Desert Storm II—Back to Baghdad



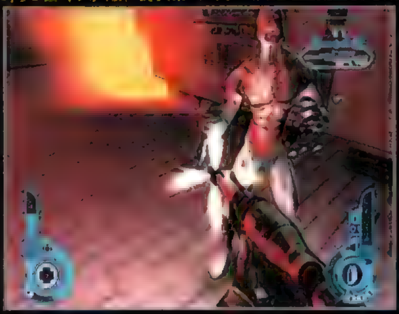
Take 2's gritty squad-based action series returns to GCN with more missions from the Gulf War of the early 1990s.

Virtua Fighter: Cyber Generation



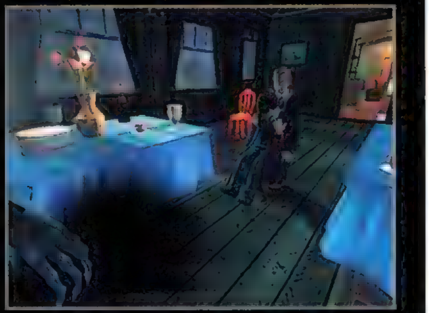
Sega takes its revered fighting series in a new direction for GCN. This month's gallery brings you some of the first pics of the game.

Judge Dredd: Dredd vs. Death



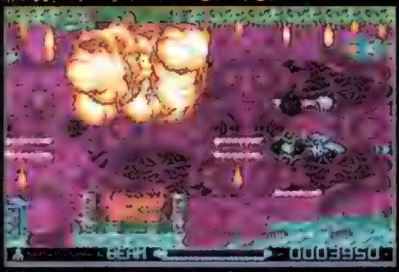
Forget about speedy trials; Judge Dredd delivers swift justice at the scene of the crime. We've got an early look at the GCN shooter.

Harry Potter and the Prisoner of Azkaban



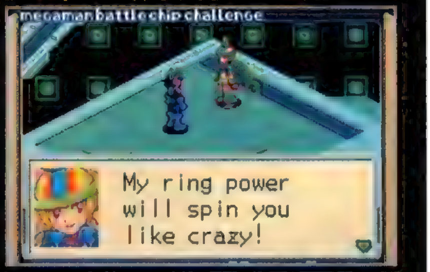
The Dementors are coming—and so is Harry Potter. Check out the early screenshots of Harry's third adventure. It debuts this spring.

R-Type III: The Third Lightning



Will R-Type III live up to its stellar heritage? One of the best side-scrolling space-shooter series blasts onto the GBA.

Mega Man Battle Chip Challenge


megaman battle chip challenge
My ring power will spin you like crazy!

Capcom boots up the next chapter in the ongoing Mega Man RPG series. Look for it on Game Boy Advance this spring.

THE GAMING NEWS FOR MARCH 2004

HIGH FIVE FOR MEGA MAN

Five classic Mega Man games are headed to the GBA this spring in one Game Pak—Mega Man Mania. Capcom's action-platformer collection includes Mega Man through Mega Man V in original black-and-white and new color versions. The Game Pak pays tribute to the mastermind of Mega Man, Keiji Inafune, and features a gallery of Blue Bomber art. It's a megadeal for action fans.

AWARDS FOR FFCC AND VIEWTIFUL JOE

Capcom's Viewtiful Joe and Square Enix's Final Fantasy: Crystal Chronicles are about as award-worthy as games can get. So it came as no surprise that both titles were honored recently. *USA Today* named Capcom's colorful platformer the Best Video Game of 2003, calling Joe, "Odd, old-school and brilliant. . . ." Final Fantasy: Crystal Chronicles, which was released in Japan last fall, received the Grand Prix in the Entertainment category from the Japanese Agency for Cultural Affairs Media Art Festival. Congrats to both games and the teams that created them exclusively for Nintendo GameCube players.

A PRINCELY PROMO

During the month of January, if you buy Prince of Persia: The Sands of Time for GCN, Ubisoft will throw in a copy of Tom Clancy's Splinter Cell for free! Action gamers who have resisted the lure of the two awesome GCN games so far may find it hard to resist the limited-time promotion. Unfortunately, no magical sands of time will let you shift the calendar backward if you miss the deadline, so get thee to a gamery!

SHREK 2 FINDS A NEW HOME

Activision recently announced that it has acquired sole publishing rights to the *Shrek 2* video game license from TDK Mediactive following Take 2's buyout of TDK. Previously, Activision and TDK held copublishing rights to the cinematic property, which is likely to be one of the biggest cinematic events of 2004. Activision also holds the game rights to three additional DreamWorks movies: *Shark Tale*, *Madagascar* and *Over the Hedge*.

LONG LIVE THE SHAMAN KING

Fox Box favorite *Shaman King* will join Konami's growing stable of games based on top anime franchises when it's released for GBA this summer. *Shaman King* follows the exploits of Yoh Asakura—an unassuming student who has the amazing ability to communicate with spirits—and a ghost named Amidamaru as they seek the title of Shaman King in the Grand Tournament. Yoh will borrow spirit abilities to defeat rivals in the action side-scroller.

SP HALF AND HALF

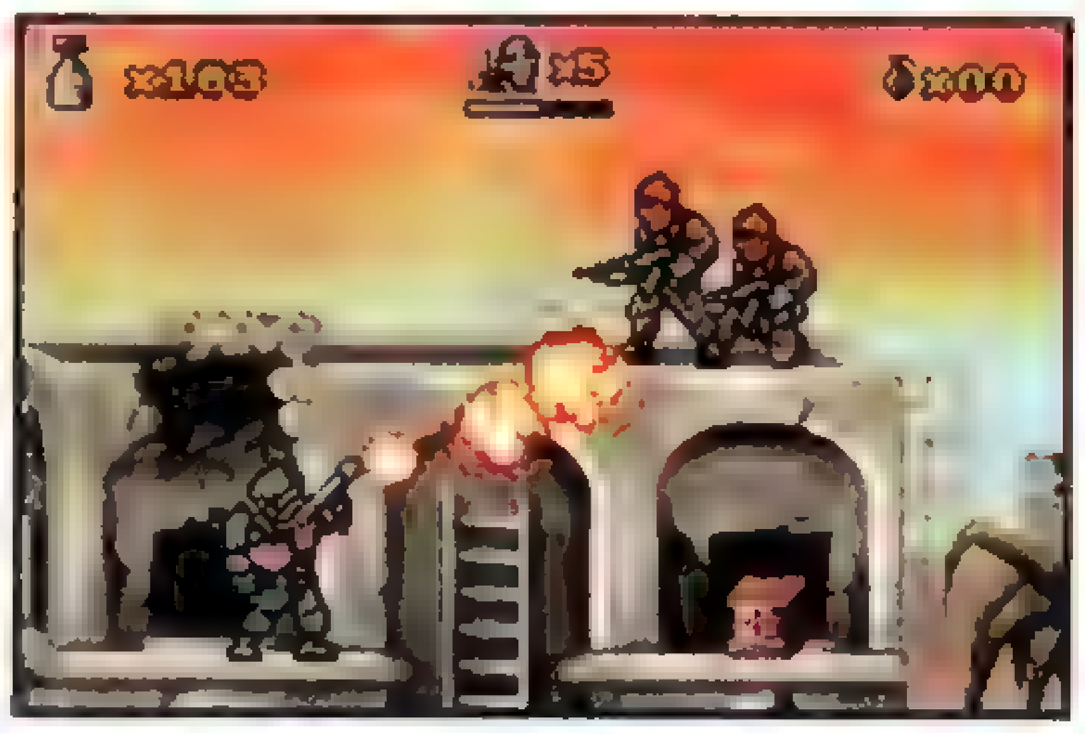
Can't make up your mind if the Onyx GBA SP is cooler than the Platinum or vice versa? Beginning February 9th, you can have the best of both worlds with a limited-edition version. As seen to the right (and in this month's Player's Poll Sweepstakes) the stylish, two-tone SP sports an Onyx lid and Platinum base. It's guaranteed to make twice the fashion statement.

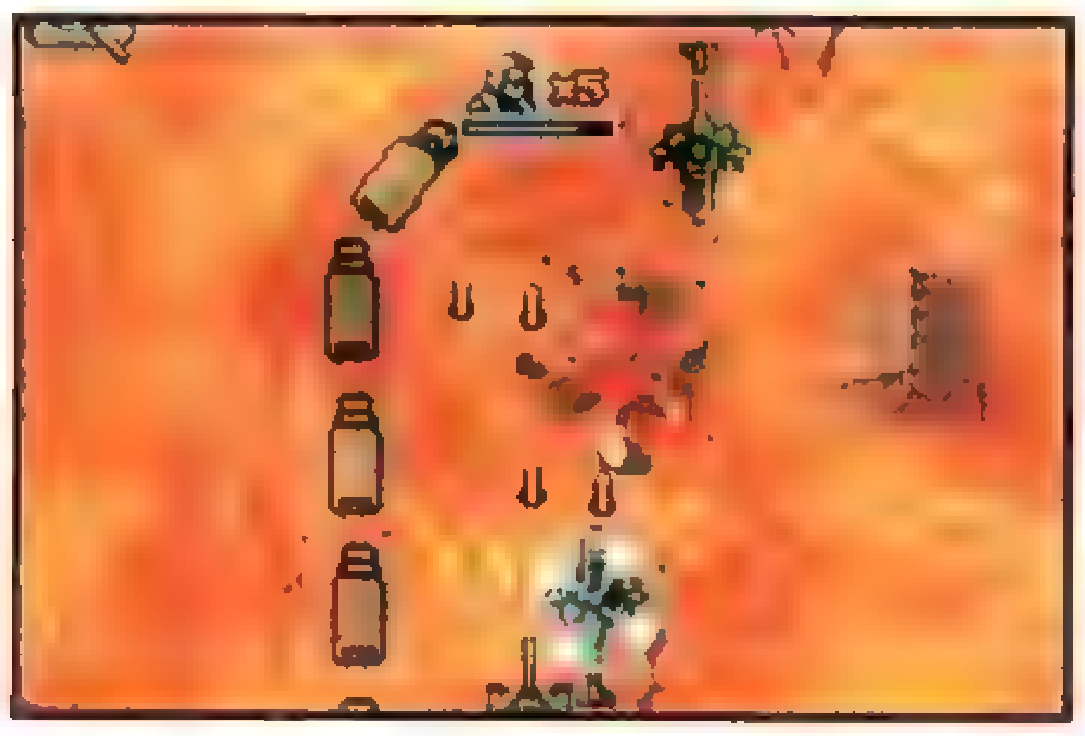
MARIO WAXES WAXY

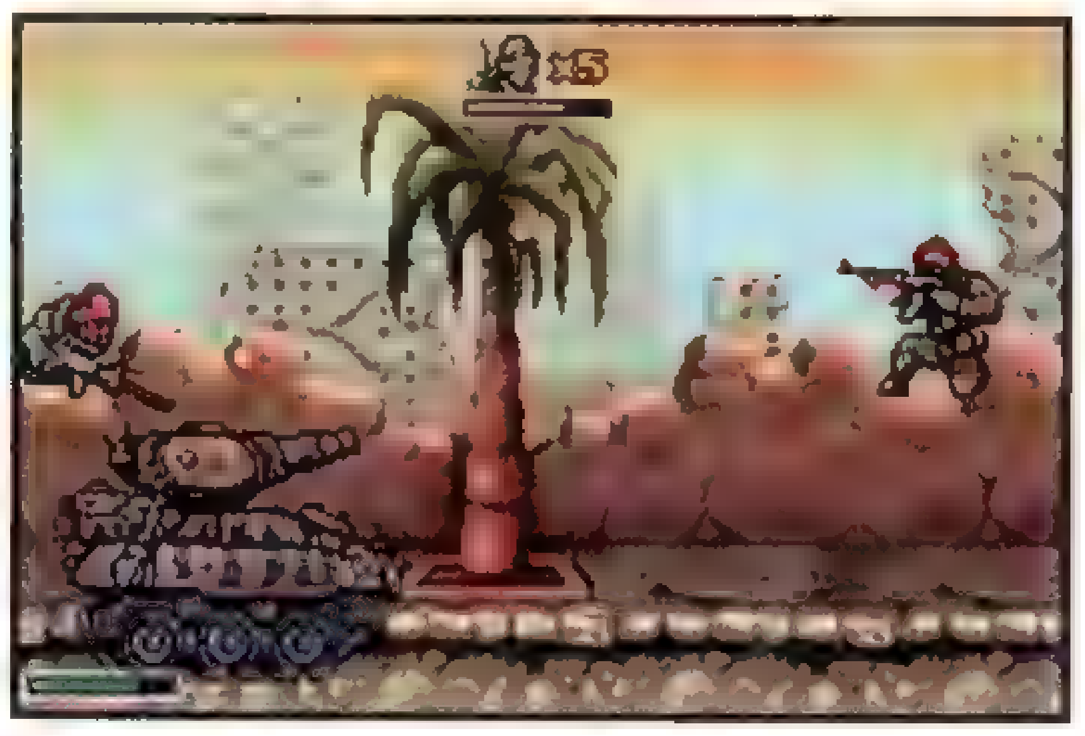
You know you've made a splash when someone renders your likeness in wax. Mario was accorded that honor recently by the Hollywood Wax Museum. Mario's wax double was unveiled in December, when it replaced replicas of Keanu Reeves and Carrie-Anne Moss in the museum's lobby. No hard feelings, Neo.

CT SPECIAL FORCES IS BACK

Nipping at the heels of the first CT Special Forces title for GBA is Hip Games's CT Special Forces: Back to Hell. The original title—released last fall—featured some of the best old-school shooting action we've seen on the GBA in a long time. With the second CT Special Forces game, Hip provides even more shooting variety, including side-scrolling and vehicle-based missions. With this kind of quality, we'd welcome a new CT every month.

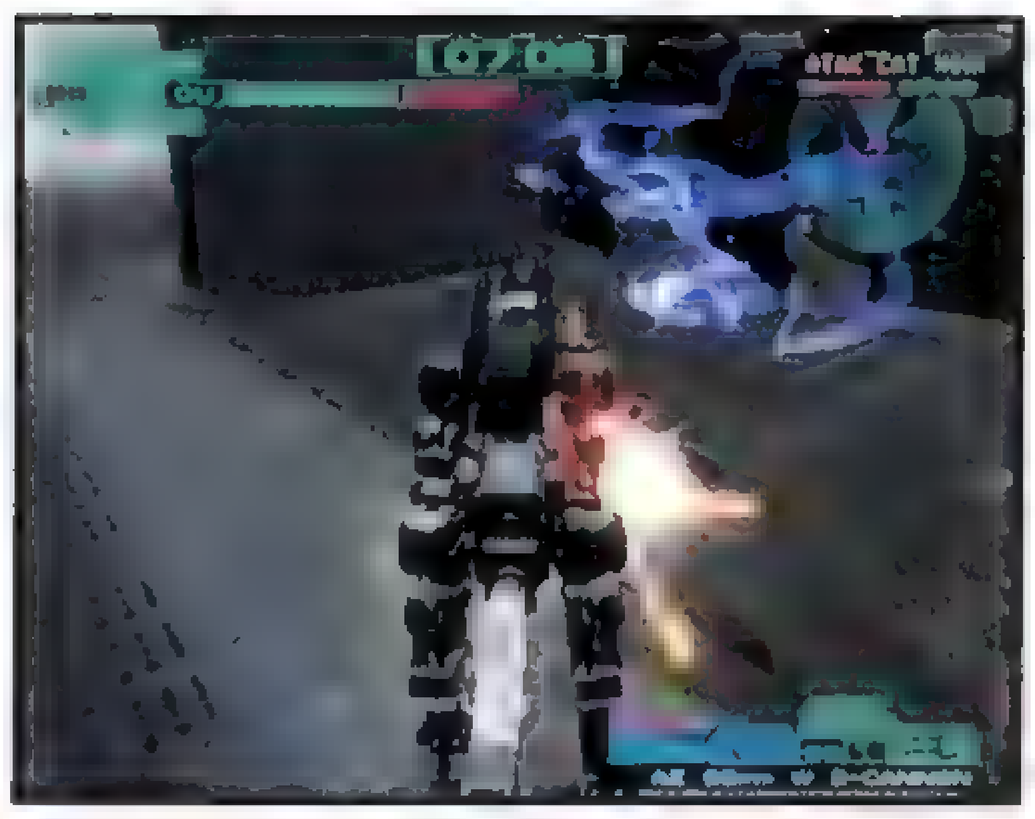


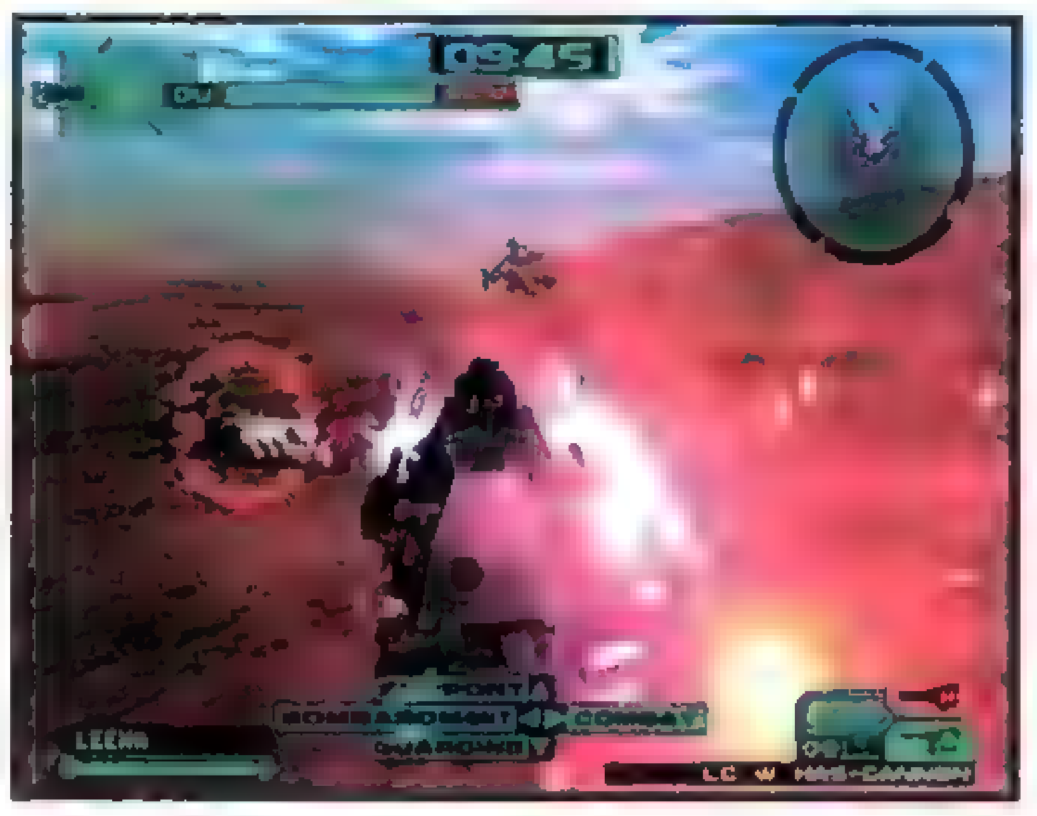




ZOIDS

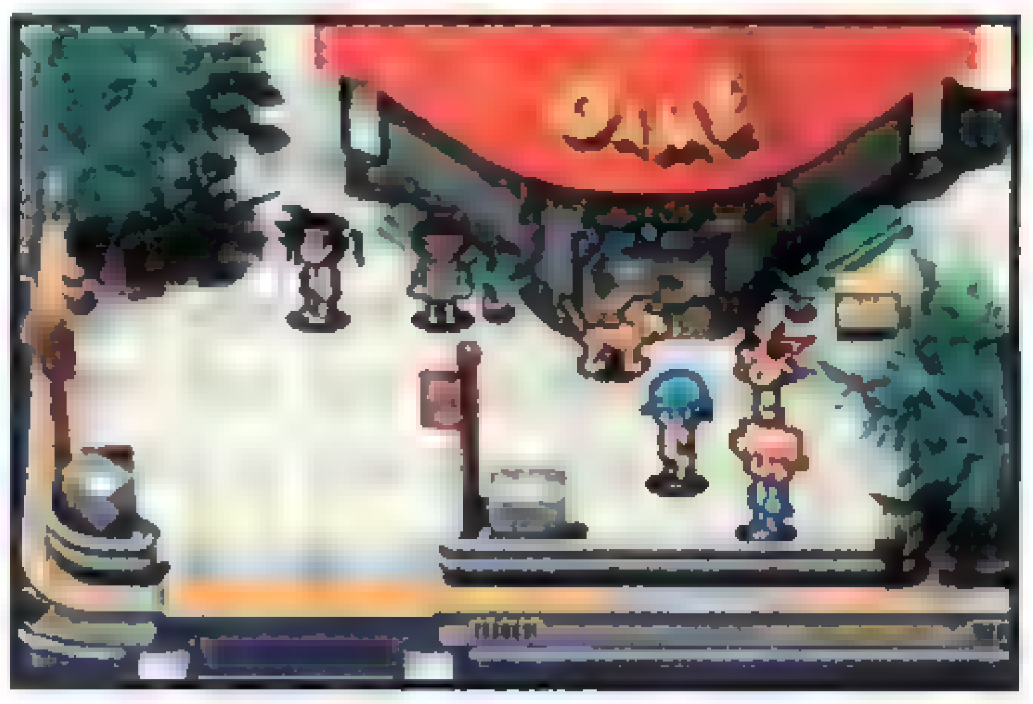
Atari's Zoids: Battle Legends puts players in control of a heavily armored battle mech, or Zoid, and plops them in the thick of a futuristic, fast-paced battle. The game is based on a popular Japanese anime series, and it has been released for the GCN already in Japan as Zoids Versus. You can battle through missions, enter a tournament, face off against a single Zoid in an arena match or play head-to-head with a friend. The third-person fighter has lots of customization options to keep things fun.

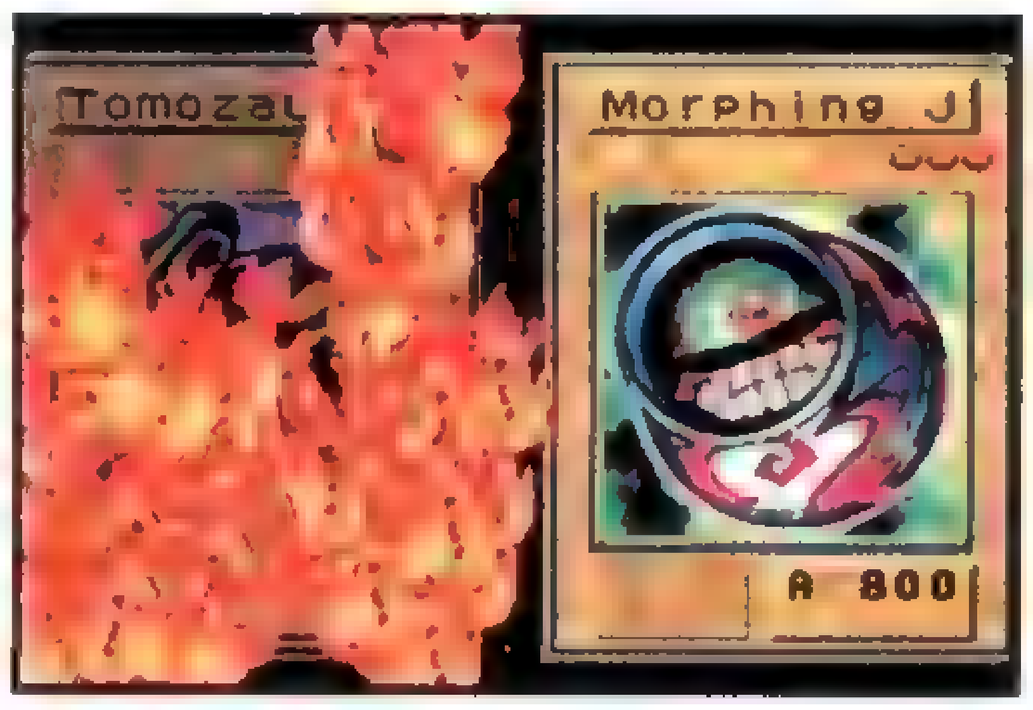


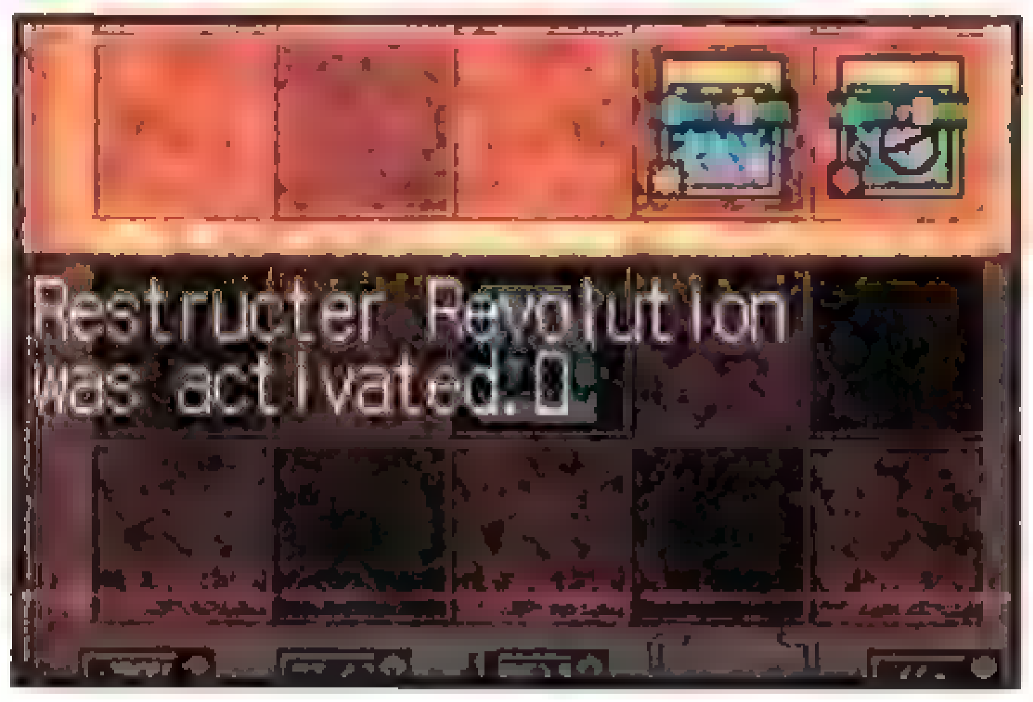


YU-GI-OH! IS ON A ROLL

Konami's Yu-Gi-Oh! series for GBA is one of the hottest properties in the gaming world, and Konami is not about to let the phenomenon cool down. The RPG franchise will continue this year with a new card-battling adventure in Yu-Gi-Oh! Reshef of Destruction. Yugi and his duelist friends have to track down the missing Millennium Puzzle and defeat Reshef the Dark Being, who has been busy turning God Cards into stones. The quest will take you around the world and involve countless battles with card-carrying duelists. The game's production values are high, and Yu-Gi-Oh! fans will enjoy the familiar characters and gameplay.



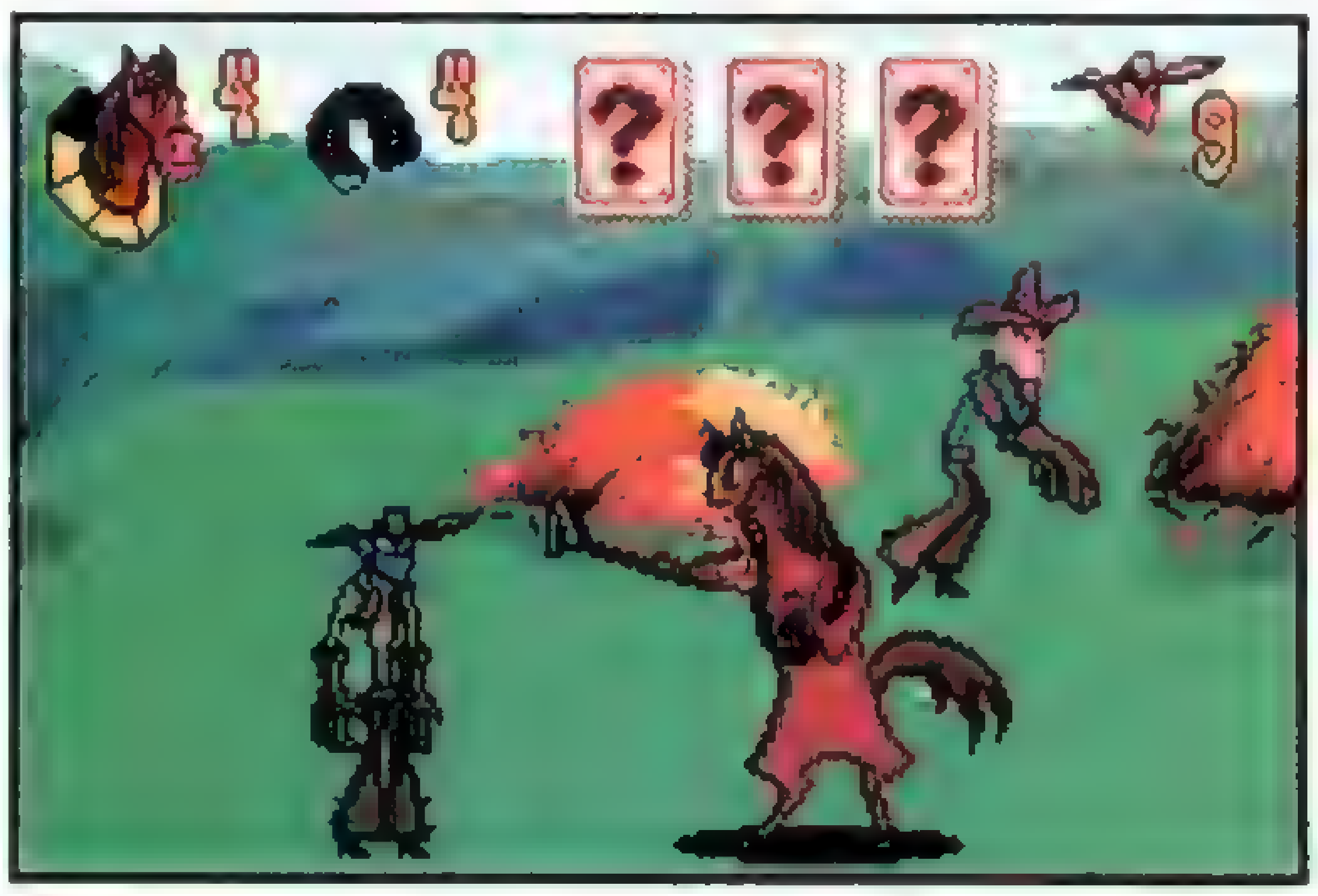




Restructer Revolution was activated.0

WHERE THE BUFFALO ROAM

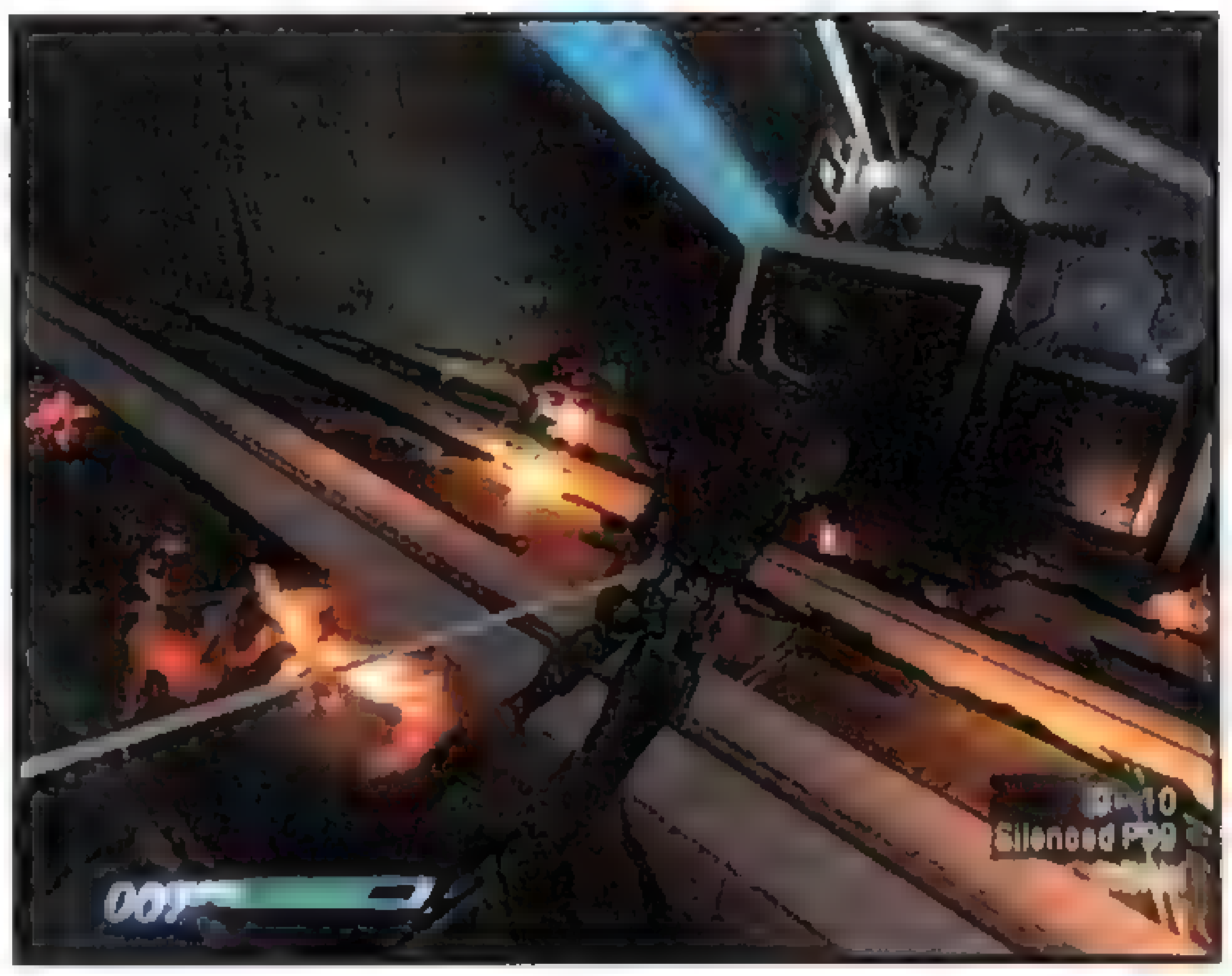
Disney's Home on the Range for GBA follows the exploits of Buck, a heroic horse from the old west, and his many animal pals. The Disney Interactive game trots out a variety of simple gaming challenges and plenty of high-quality cinema scenes. You'll battle villains with your hooves and ride roughshod over baddies that get in your way. Giddyap!

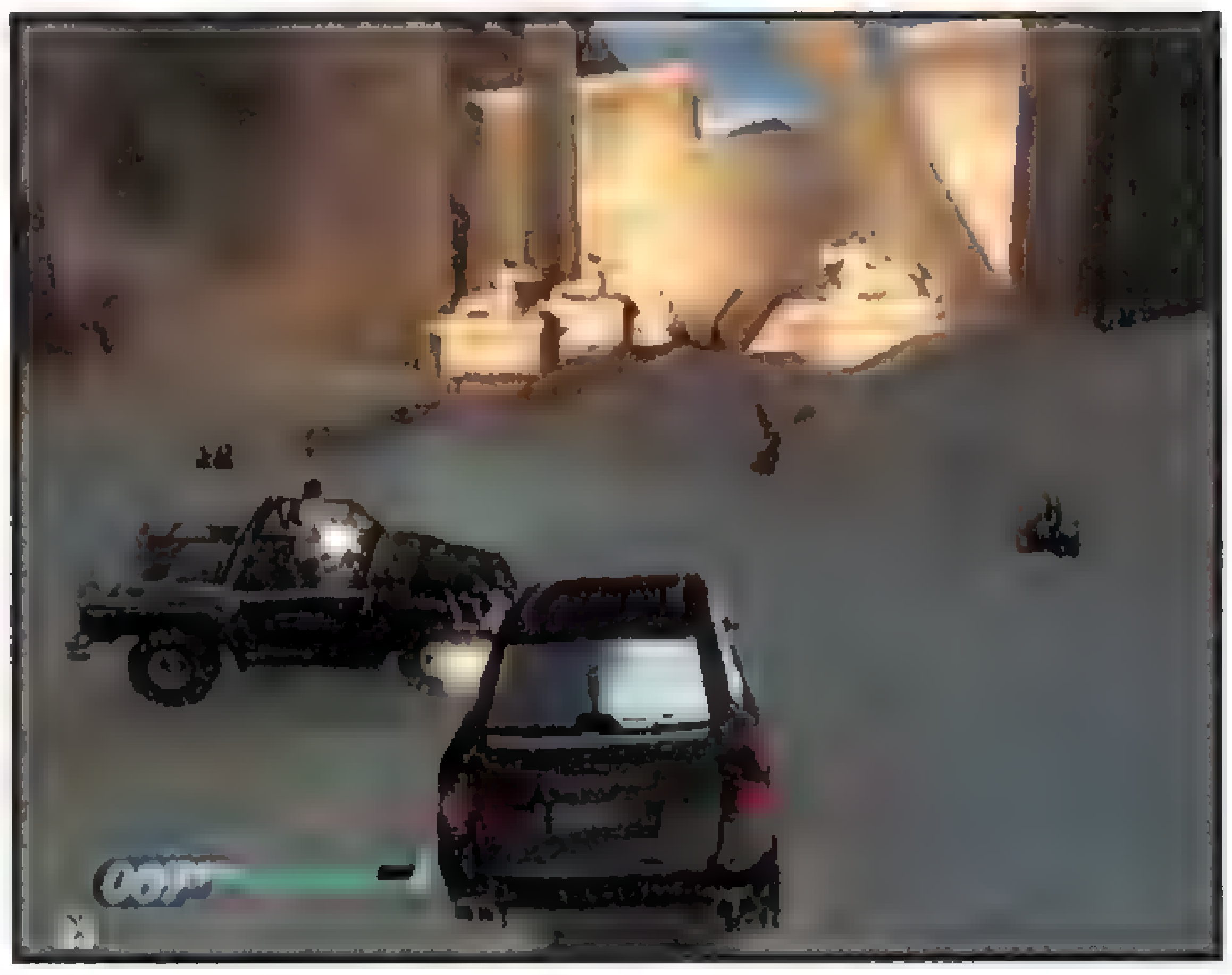


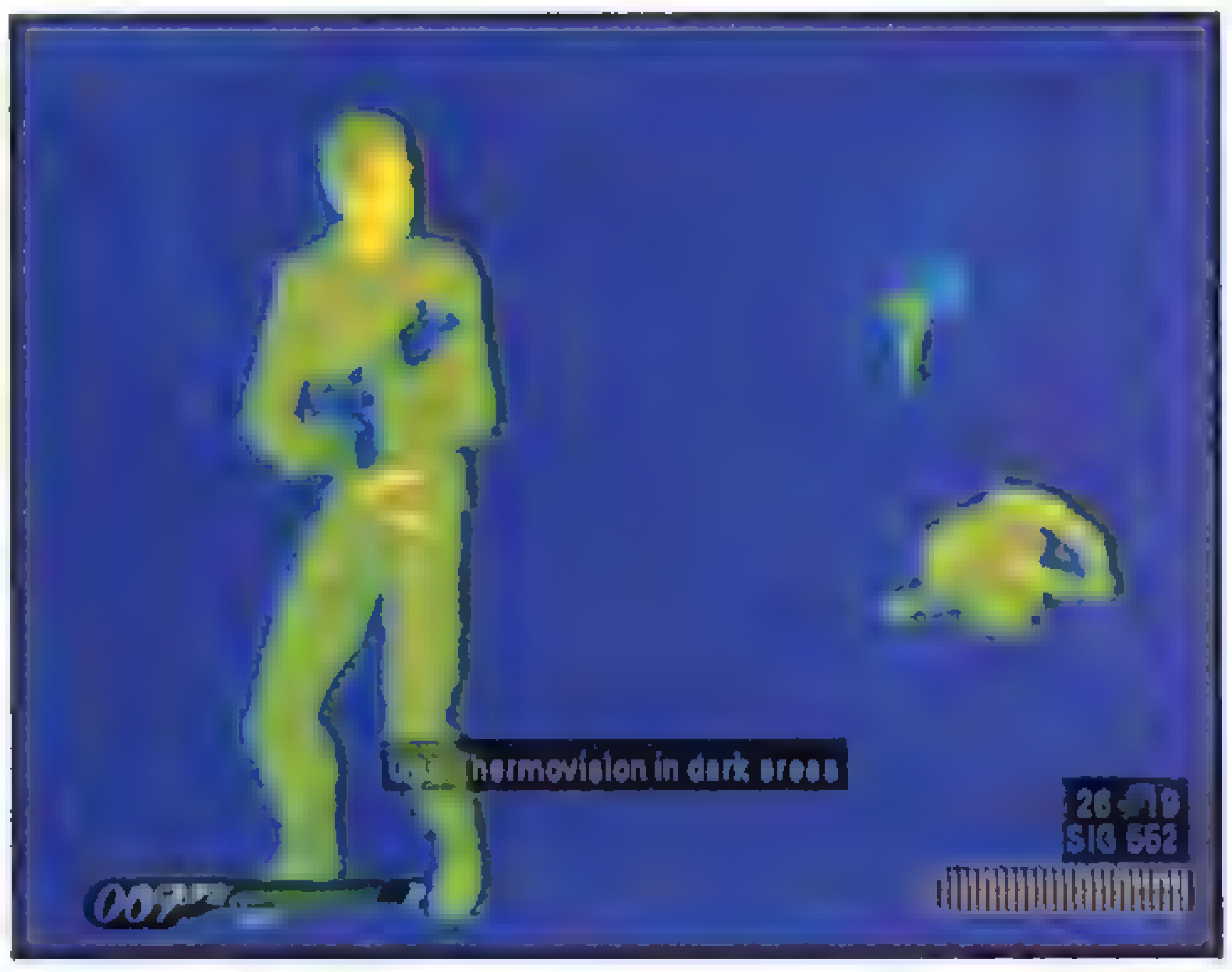
JAMES BOND 007: EVERYTHING OR NOTHING

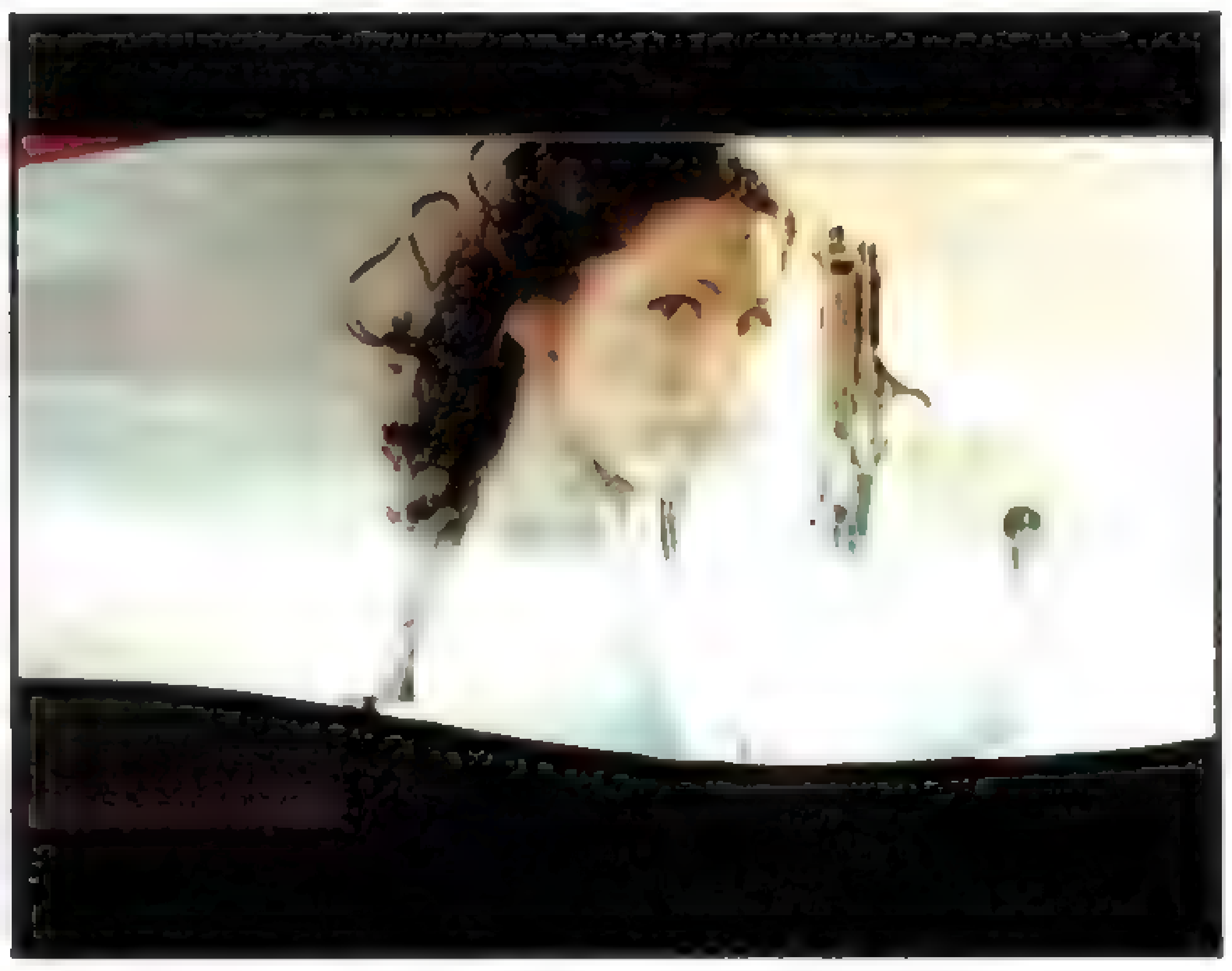
Game Type: Action/Adventure
Publisher: EA Games
ETA: March 2004
System: Nintendo GameCube

Everything or nothing? Definitely *everything*. Bond steps out of the first-person shadows and into the third-person spotlight, and he's fully equipped to take advantage of his environment. With his rappel gear, 007 speeds up and down buildings almost as freely as a certain friendly wall-crawler. He hides behind obstructions and peers around corners to pick off enemies. He even activates his Bond Sense to put the world into bullet-time and examine his surroundings for split-second advantages. You'll thank EA for his supersense when you make a weak ceiling crash down on entrenched soldiers. Under a recent agreement with MGM, EA has sole stewardship for Bond games through 2010, and it's lavishing design resources and star power (Pierce Brosnan, Willem Dafoe and Judi Dench, among others) on the first game under the contract. Expect 007 to deliver the goods in his breakout.


EA's blurring the line between action flicks and games even further with Bond's rappeling moves.


Bond infiltrates areas like the Valley of Kings in Egypt and the French Quarter in New Orleans.

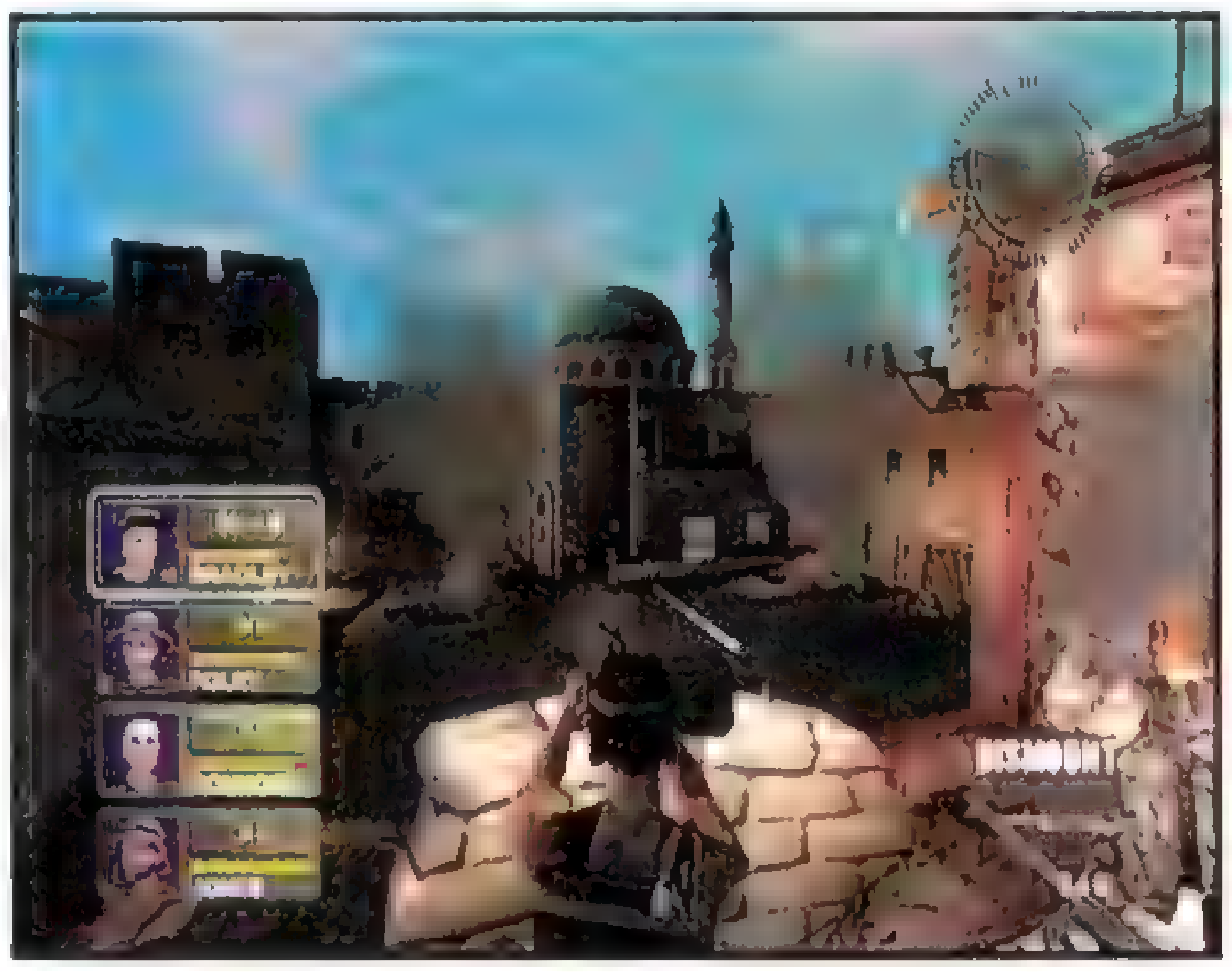

Q will have plenty to worry about—Bond employs over 20 weapons and gadgets in the new game.

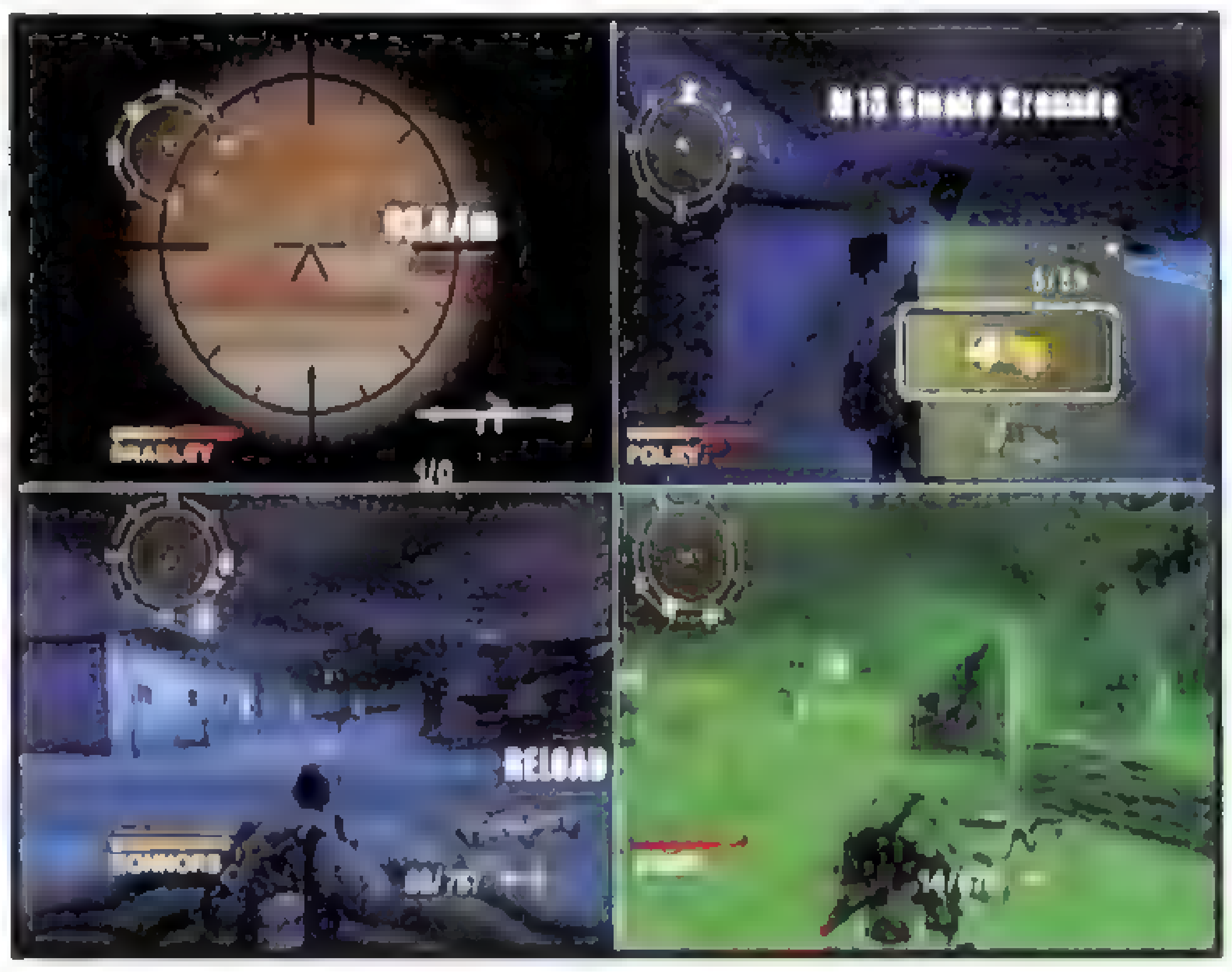

EA knows what 007 fans want, and it's bringing out big guns. Shannon Elizabeth is now a Bond girl.

CONFLICT: DESERT STORM II—BACK TO BAGHDAD

Game Type: Squad-Based Shooter
Publisher: Take-Two
ETA: Winter 2004
System: Nintendo GameCube

Fans of Conflict: Desert Storm praised its squad-based controls. The sequel returns to the Gulf War for new missions—with extra moves, weapons and vehicles—that delve into urban combat. Thanks to improved enemy AI, your best-laid plans will get messy in a hurry. Published under Take-Two's Global Star budget brand, it's sure to give you great bang for your buck.

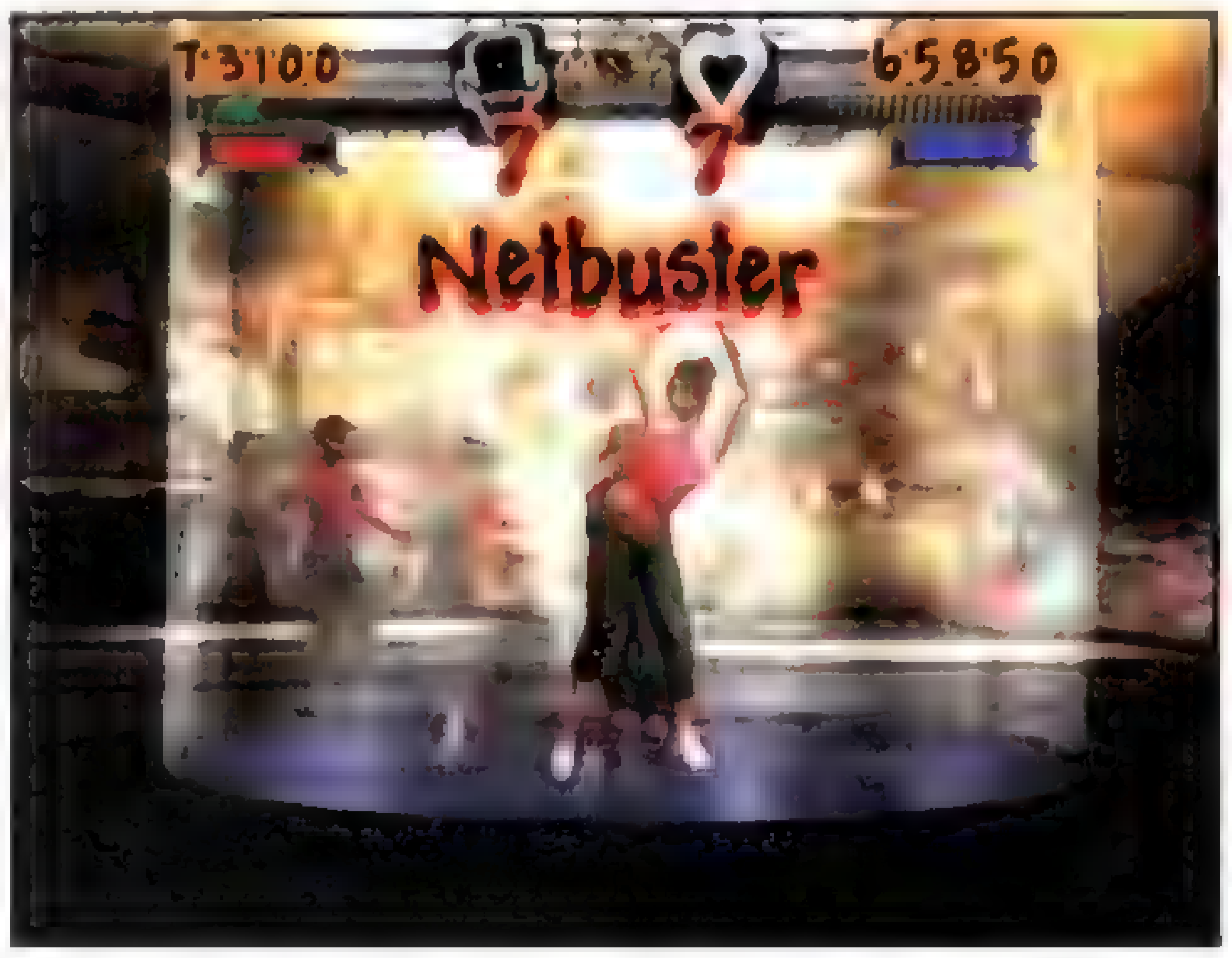

The first game roamed wide-open spaces; the sequel squeezes into more-dangerous city areas.


Squad-based missions have even higher impact with two to four human players.

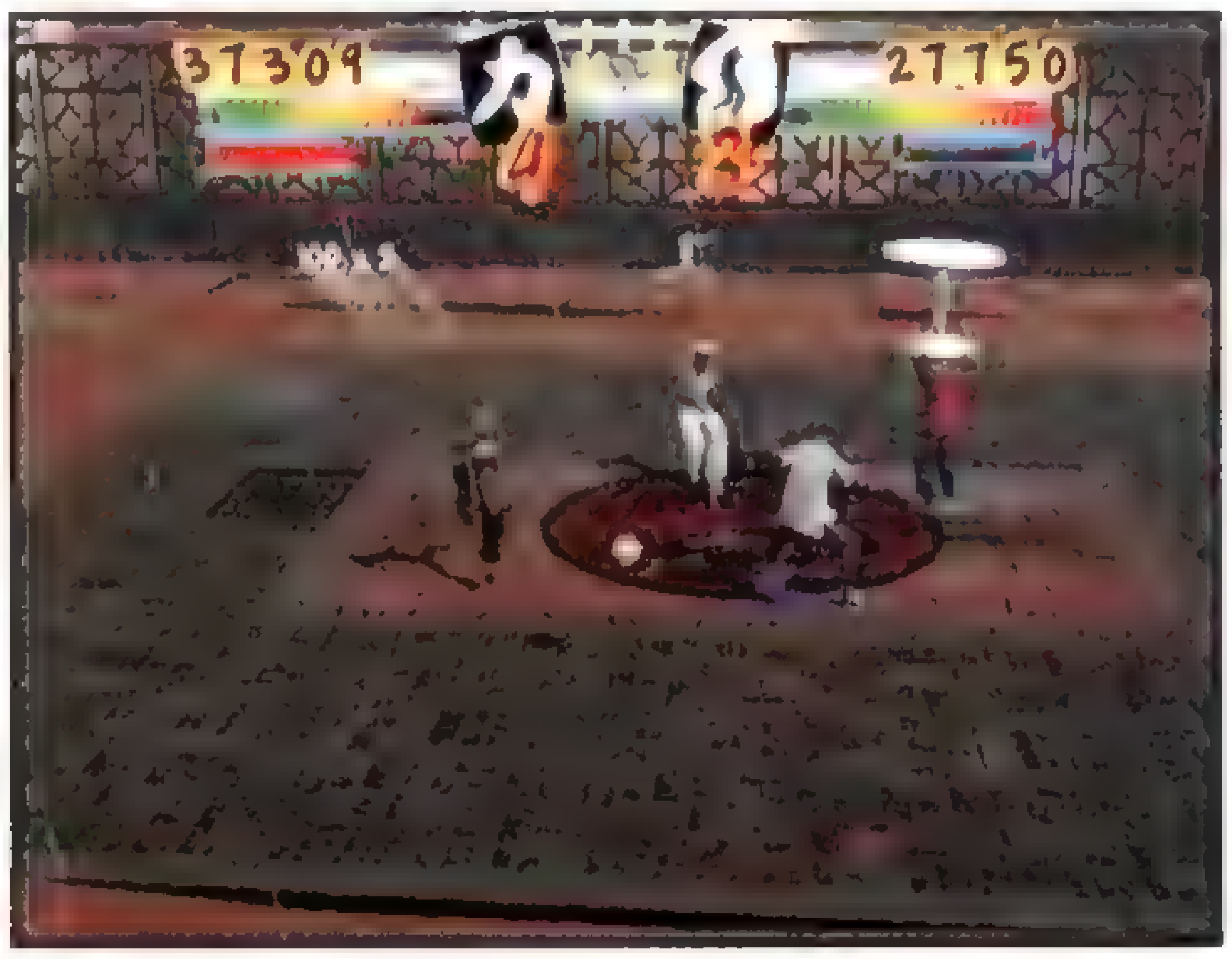
FREESTYLE STREET SOCCER

Game Type: Arcade-Style Sports
Publisher: Acclaim
ETA: February 2004
System: Nintendo GameCube

Beating EA to the punch, Acclaim is the first to bring soccer to the GCN's mean streets. With no franchise connected to the four-on-four game, Freestyle's off the leash and off the hook. By earning style points, you can power up seismic Netbusters that knock players to the asphalt. And with Darkside moves, you can kick, punch and drag soccer through the mud.



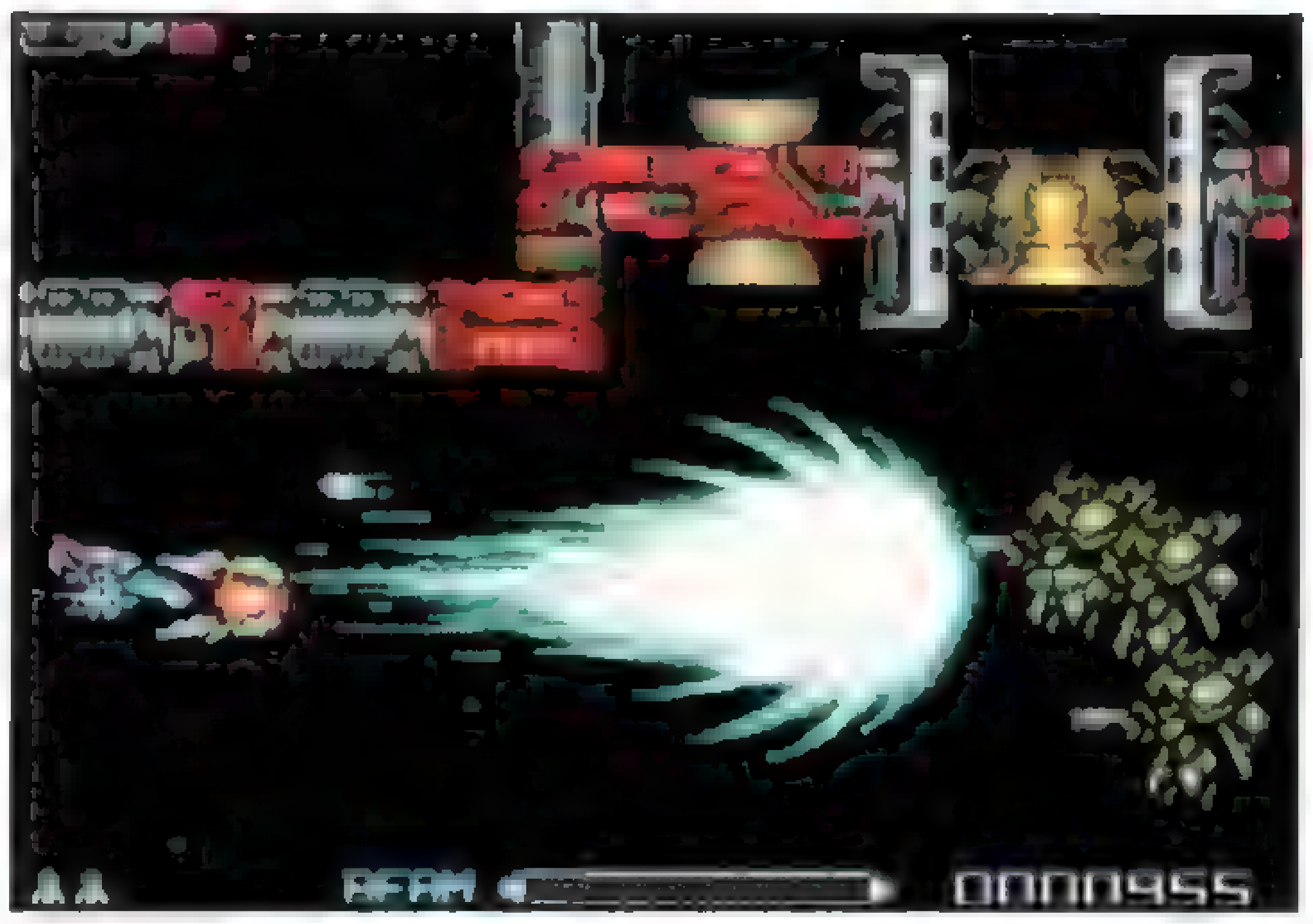
After you fill your style gauge, you can deliver a Netbuster maneuver with wicked power.


Freestyle rips a page from the pro-wrestling playbook. Throw all the tables and chairs you want.

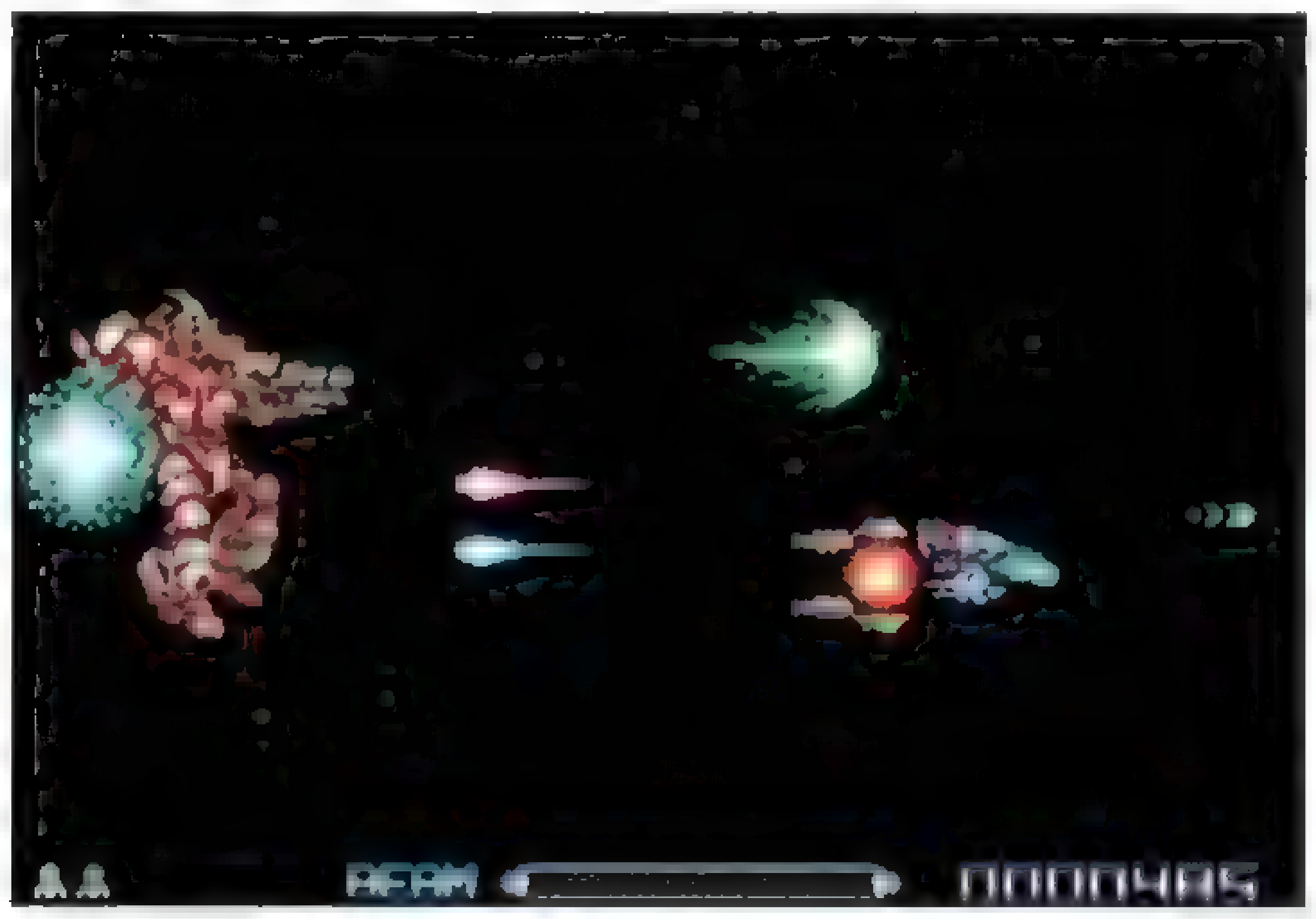
R-TYPE III: THE THIRD LIGHTNING

Game Type: Action/Shooter
Publisher: Destination Software, Inc.
ETA: Winter 2004
System: Game Boy Advance

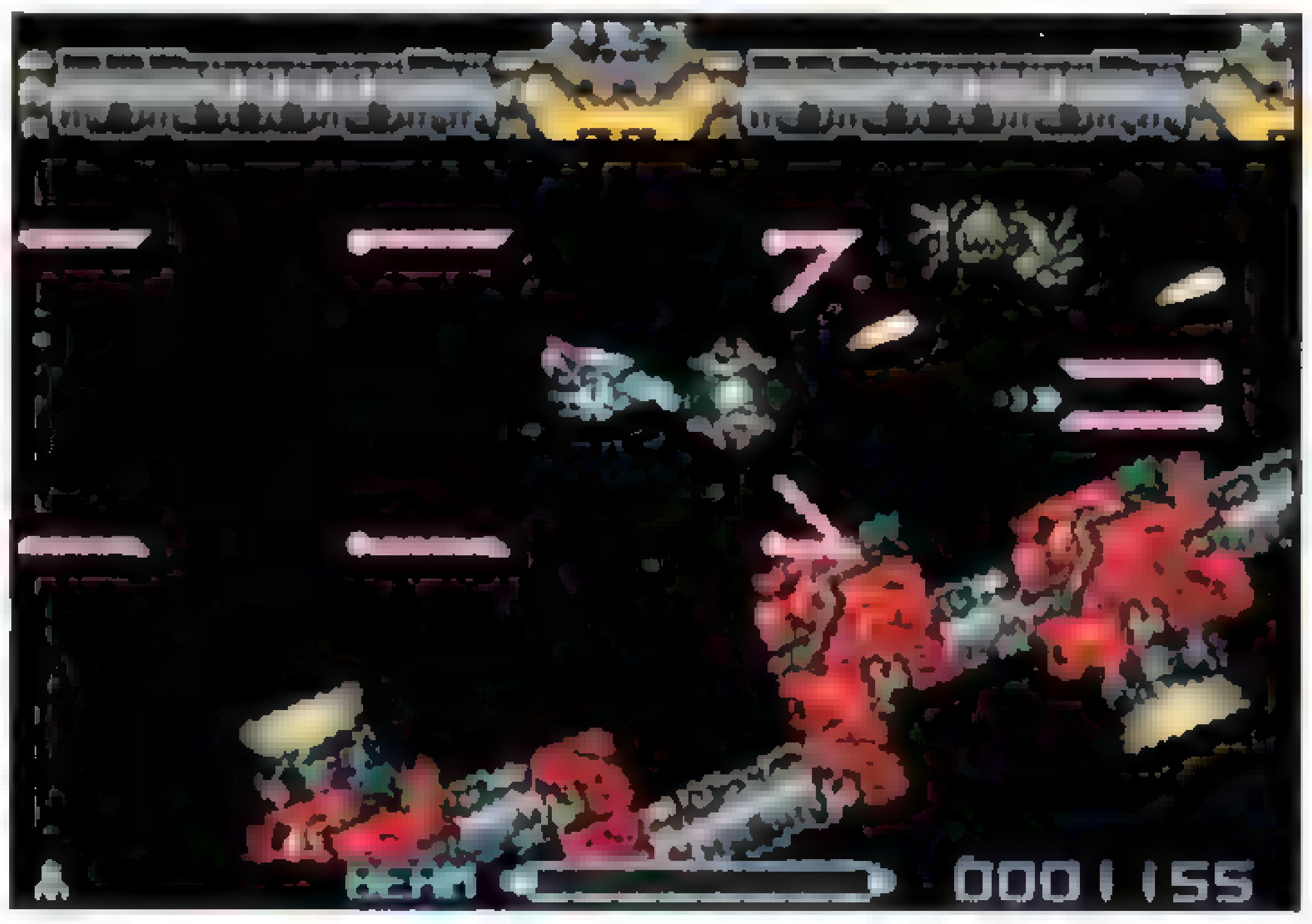
While Ikaruga reigns as the coolest shooter on the GCN, R-Type III will soon gun for the GBA's top spot with its blend of evolving weaponry and fiendishly challenging levels. Many arcade and console shooters still bow down to the R-Type series, which blasted into the coin-op stratosphere in the '80s, then refined its formula with R-Type III, a Super NES exclusive—until now. The GBA will serve as the launching pad for the shooter's return to power. You'll fly an R-90 ship through blizzards of Bydo Empire enemies and—the series's claim to fame—work in tandem with a satellite ship that will develop new abilities as you collect power-ups. With three kinds of R-90 ships to choose from, R-Type III will have a massive amount of replay value, and it'll be *the* side-scrolling shooter to own when it thunders back onto the scene.



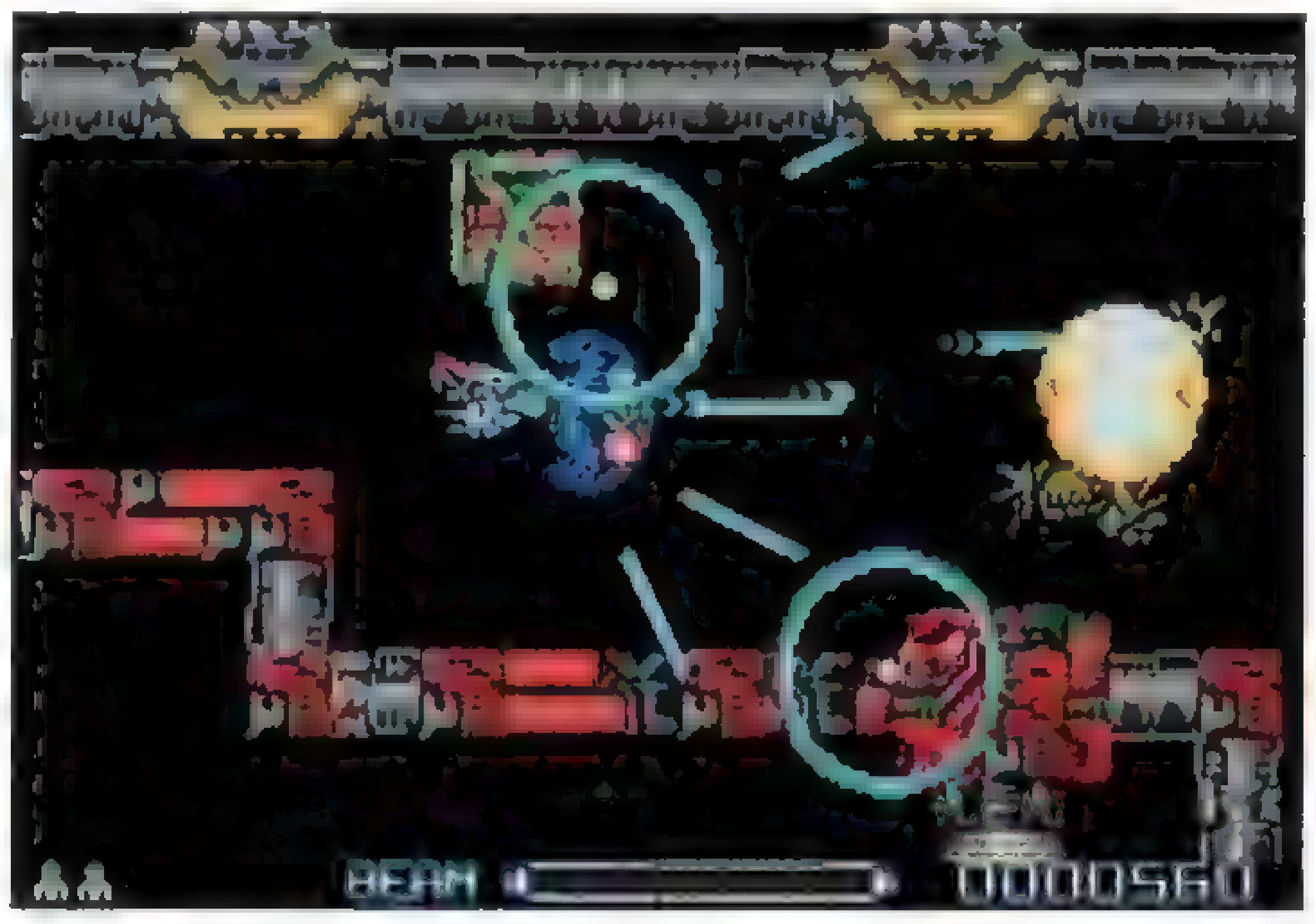
On its own, the R-90 is a glory of destructive technology, able to power up screen-purging blasts.



The R-90 can dock and detach from its satellite ship to use its unique powers to shoot forward and backward. Reconfiguring on the fly is a trip.



The game's six levels are often claustrophobic and always crowded. Your choice of R-90 ships will affect how you survive in a big way.

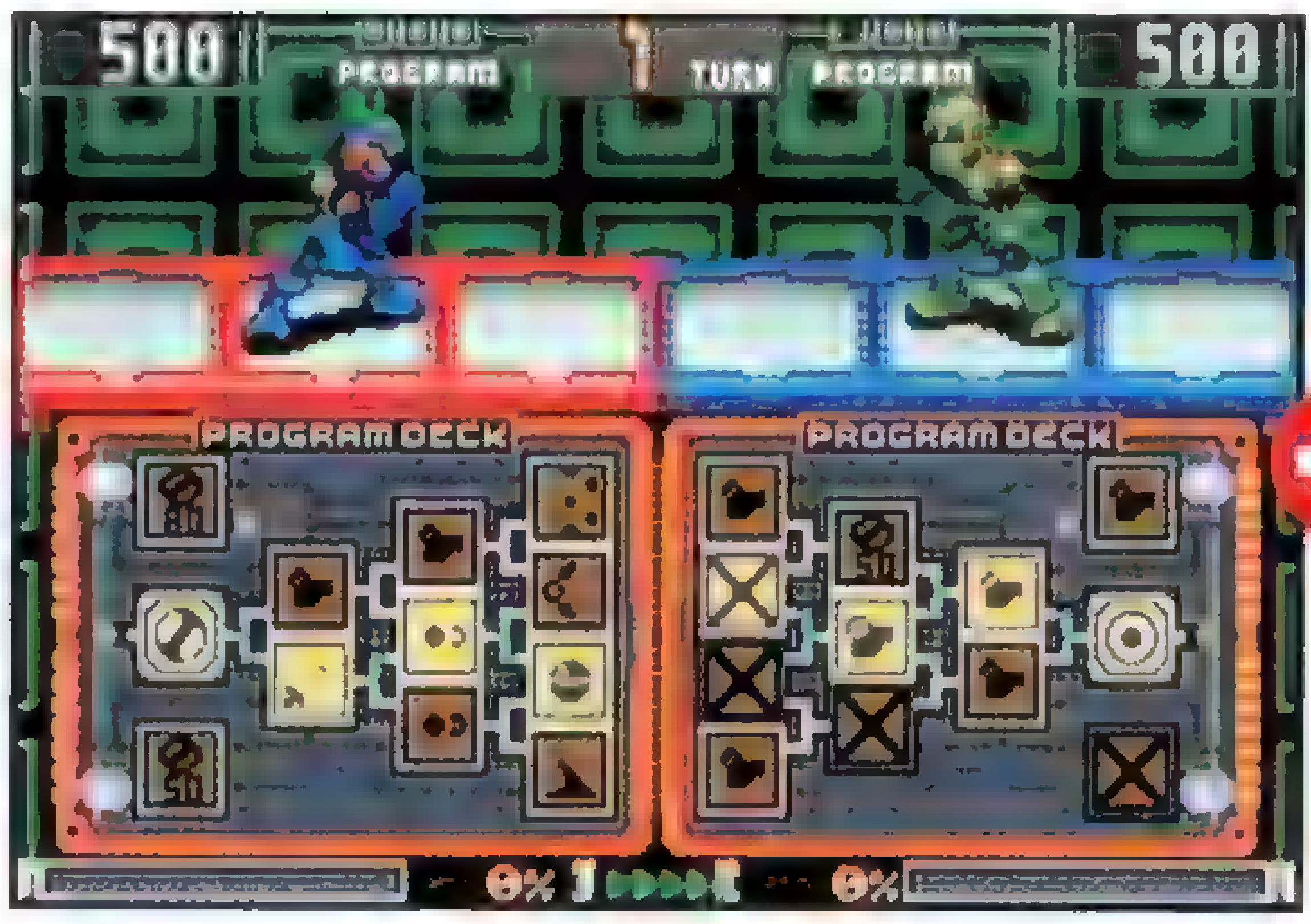


Each R-90 has three unique weapons. The Type 3 uses Cyclone Force to power its attacks with the Through Laser, Splash Laser and Capsule Laser.

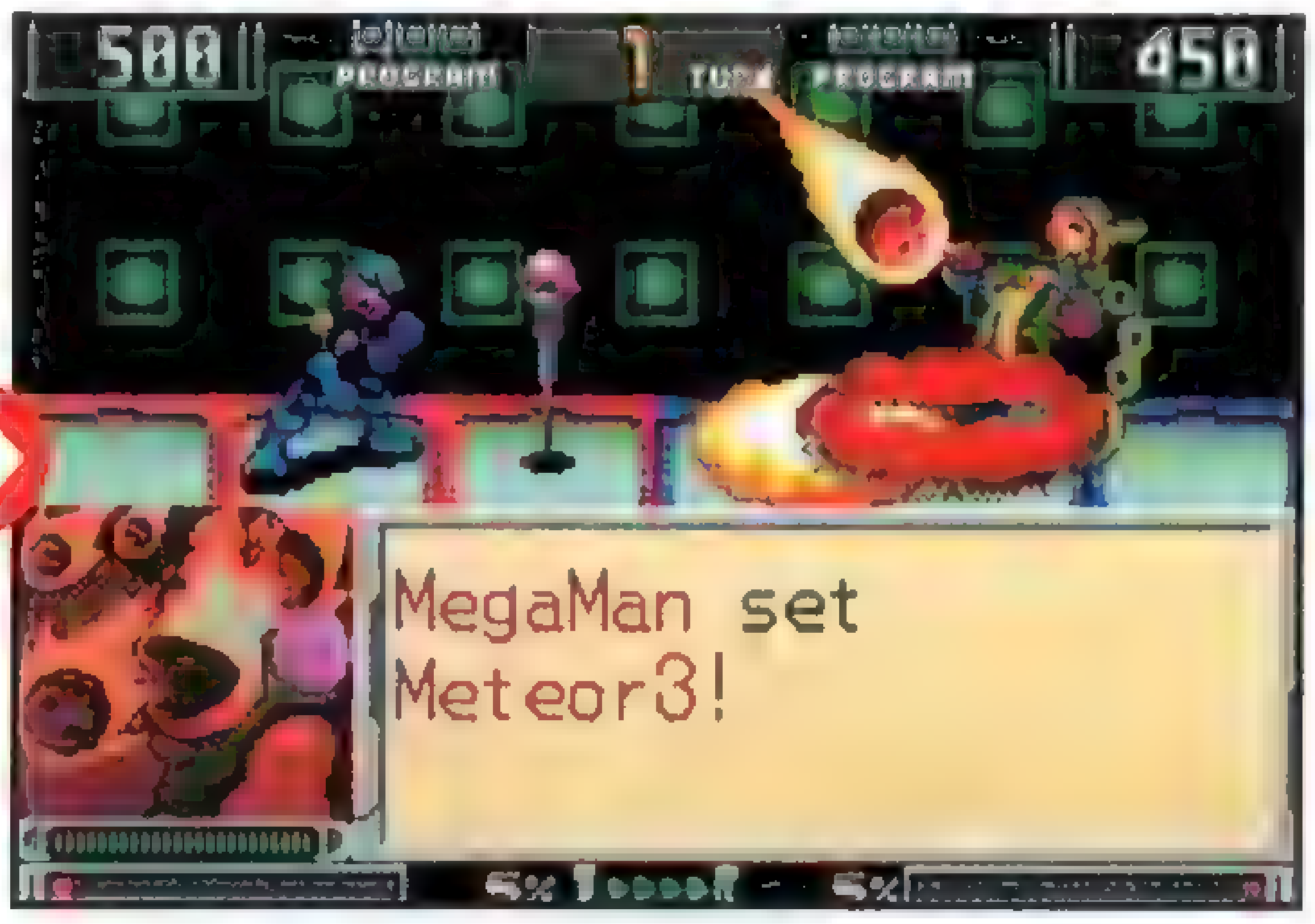
MEGA MAN BATTLE CHIP CHALLENGE

Game Type: Strategy
Publisher: Capcom
ETA: January 2004
System: Game Boy Advance

Though MMBCC is set in the world of the Mega Man Battle Network series, it's not an RPG—it's a strategy game based on an all-new system. Fans of the MMBN series will feel right at home, however. The game's tournaments are packed with familar Netopia competitors and their cyberworld Navis, such as Roll and Guts Man.



You'll fit Battle Chips from your stash into the Program Deck's 12 slots. Turn-based battles are generated along random paths through the slots.



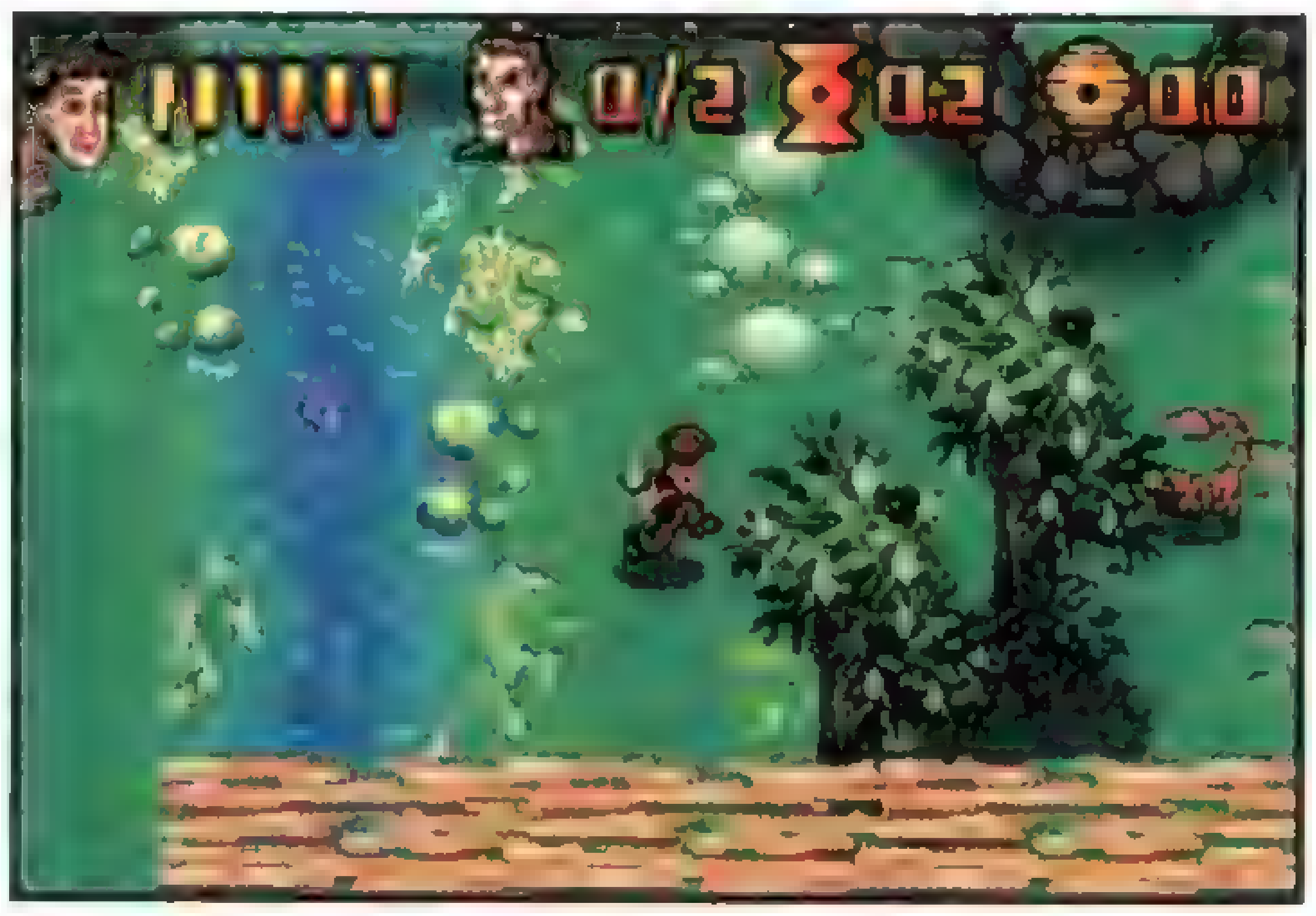
MegaMan set
Meteor3!

Battles then play out automatically, so strategy boils down to which cards you place in certain slots to increase your odds of getting big results.

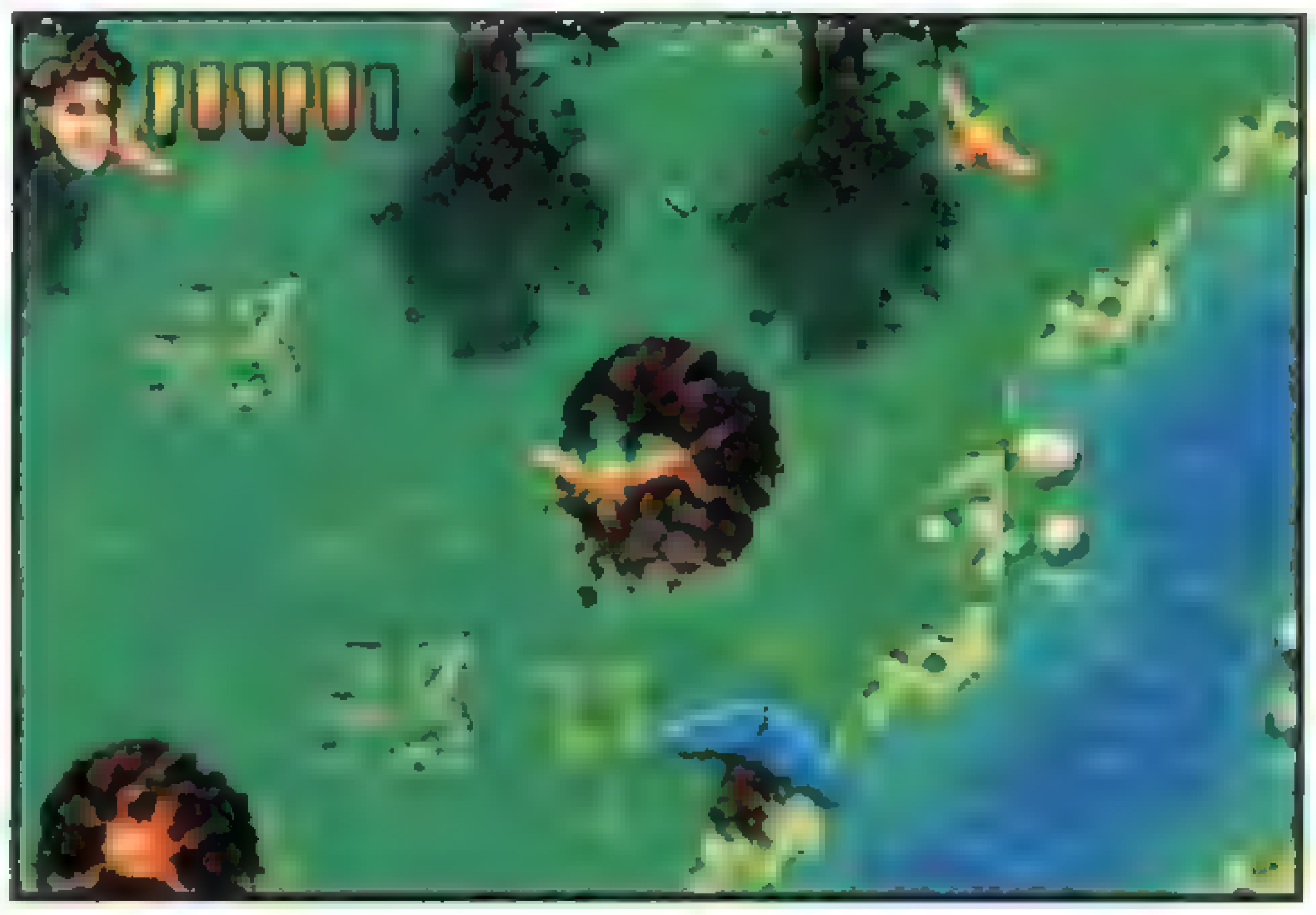
PITFALL: THE LOST EXPEDITION

Game Type: Adventure
Publisher: Activision
ETA: Winter 2004
System: Game Boy Advance

Pitfall Harry's fans will get plenty of classic side-scrolling and vine-swinging from his upcoming GBA adventure. But Activision knows that classic heroes need a new claim to fame to stage a comeback. So it's hurling Harry into a fully fleshed-out world with new moves, varying gameplay perspectives and more species to endanger than ever before—should be a good romp.



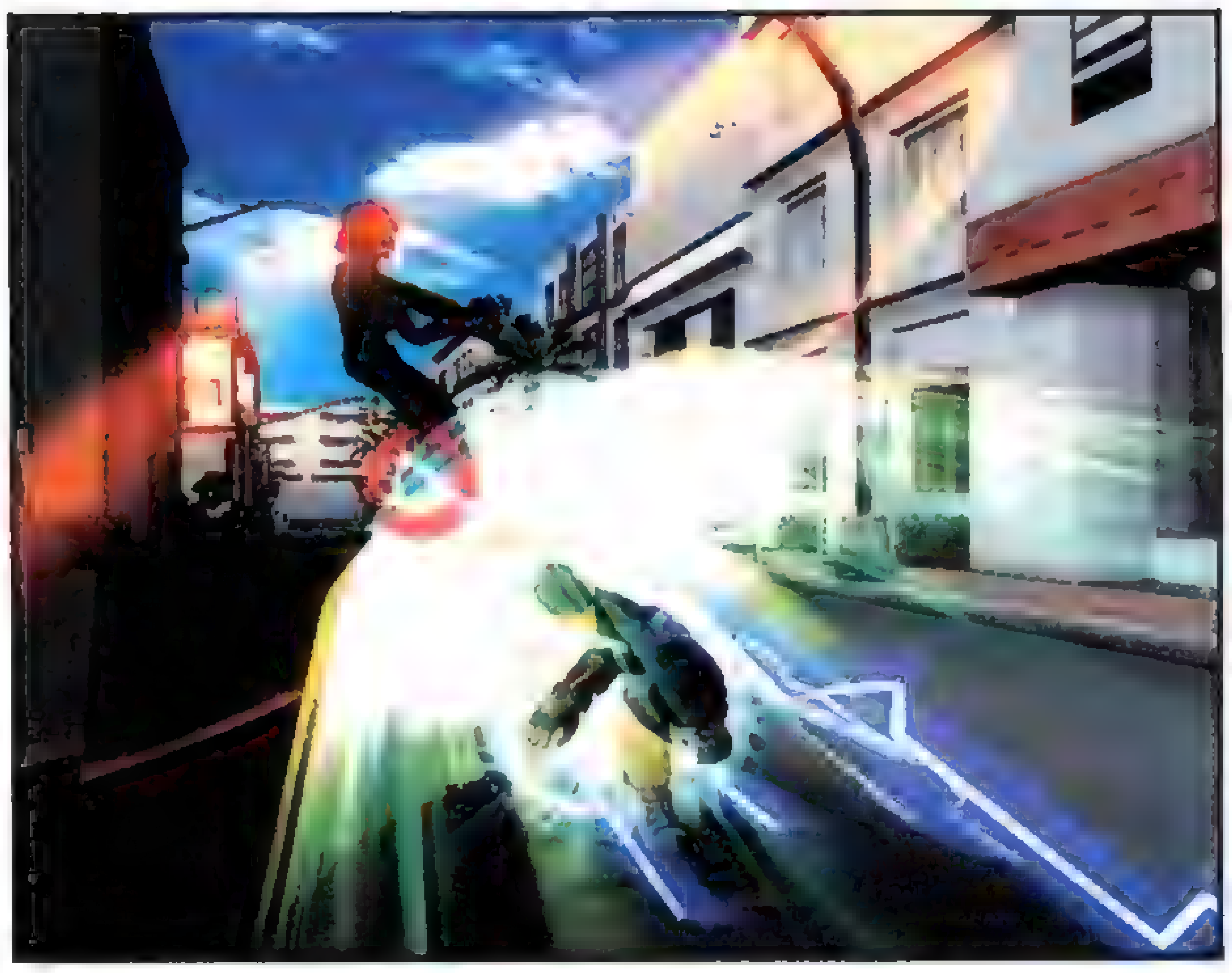
When you're not running through side-scrolling challenges, you'll be roving an isometric world—swimming past piranhas and outmaneuvering tribal foes while searching for jungle treasure.

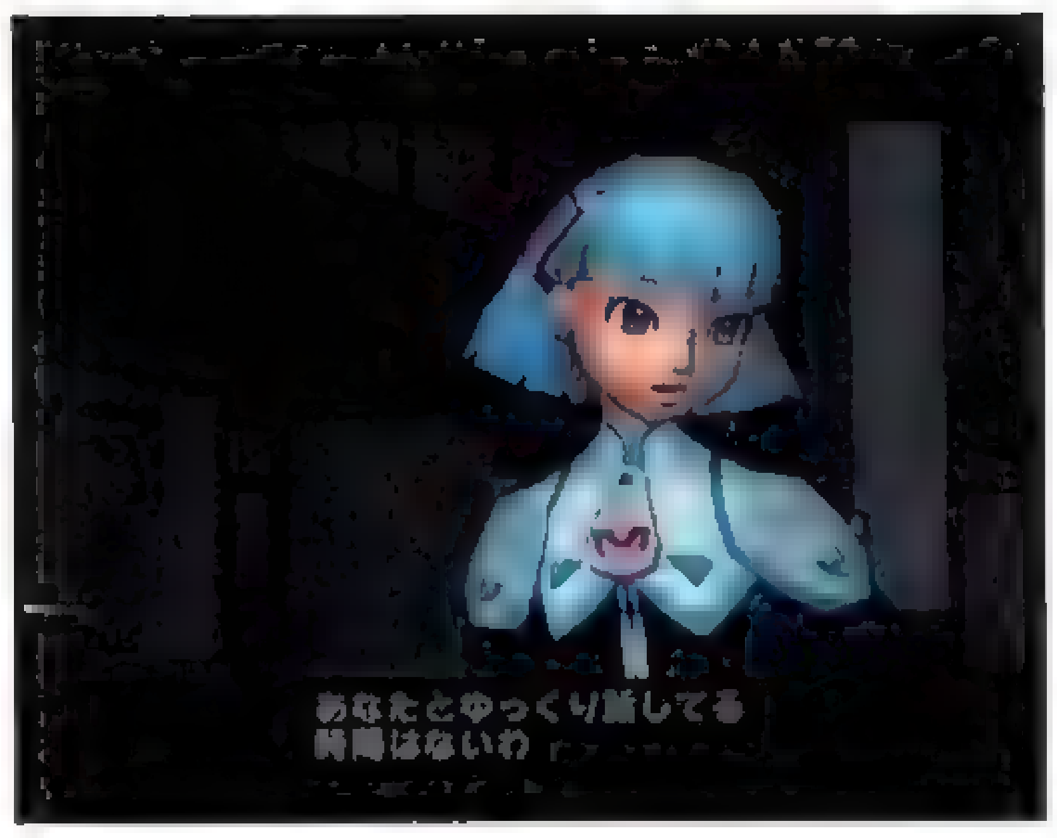


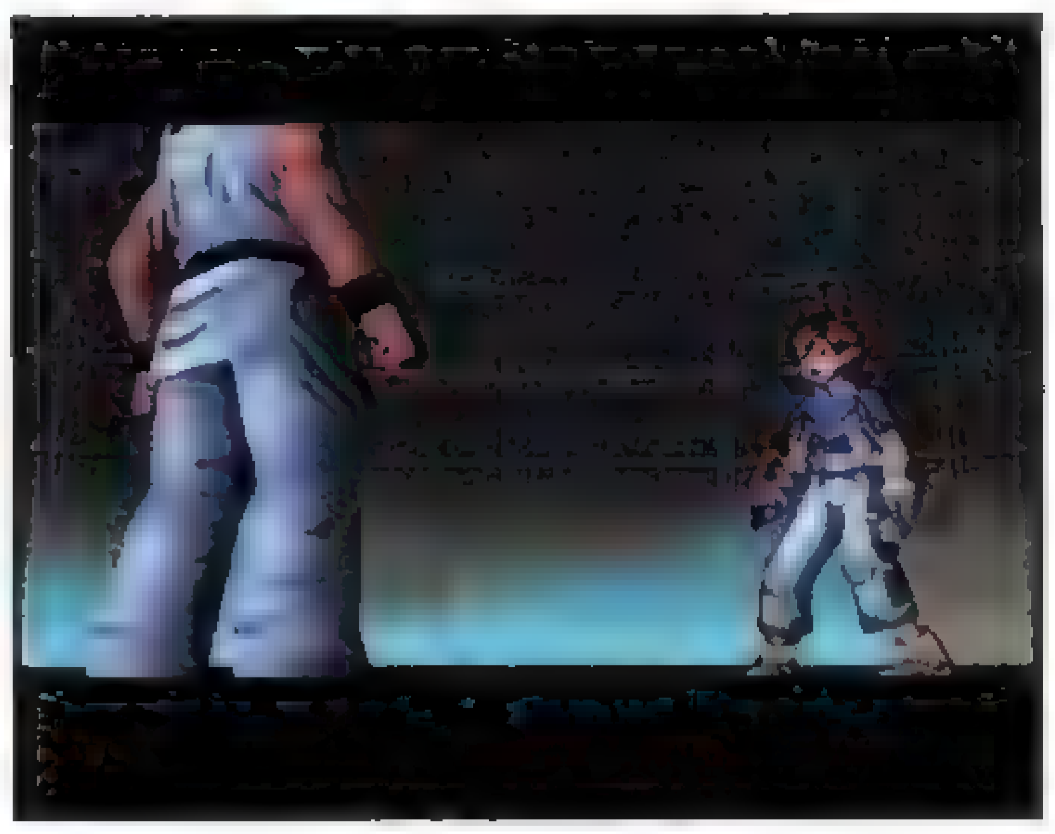
In another major departure for the series, the new Pitfall will equip Pitfall Harry for arcade-shooter action. Riding a hang glider, you'll need to avoid volcanoes while pelting parrots with your slingshot.

MARCH GALLERY

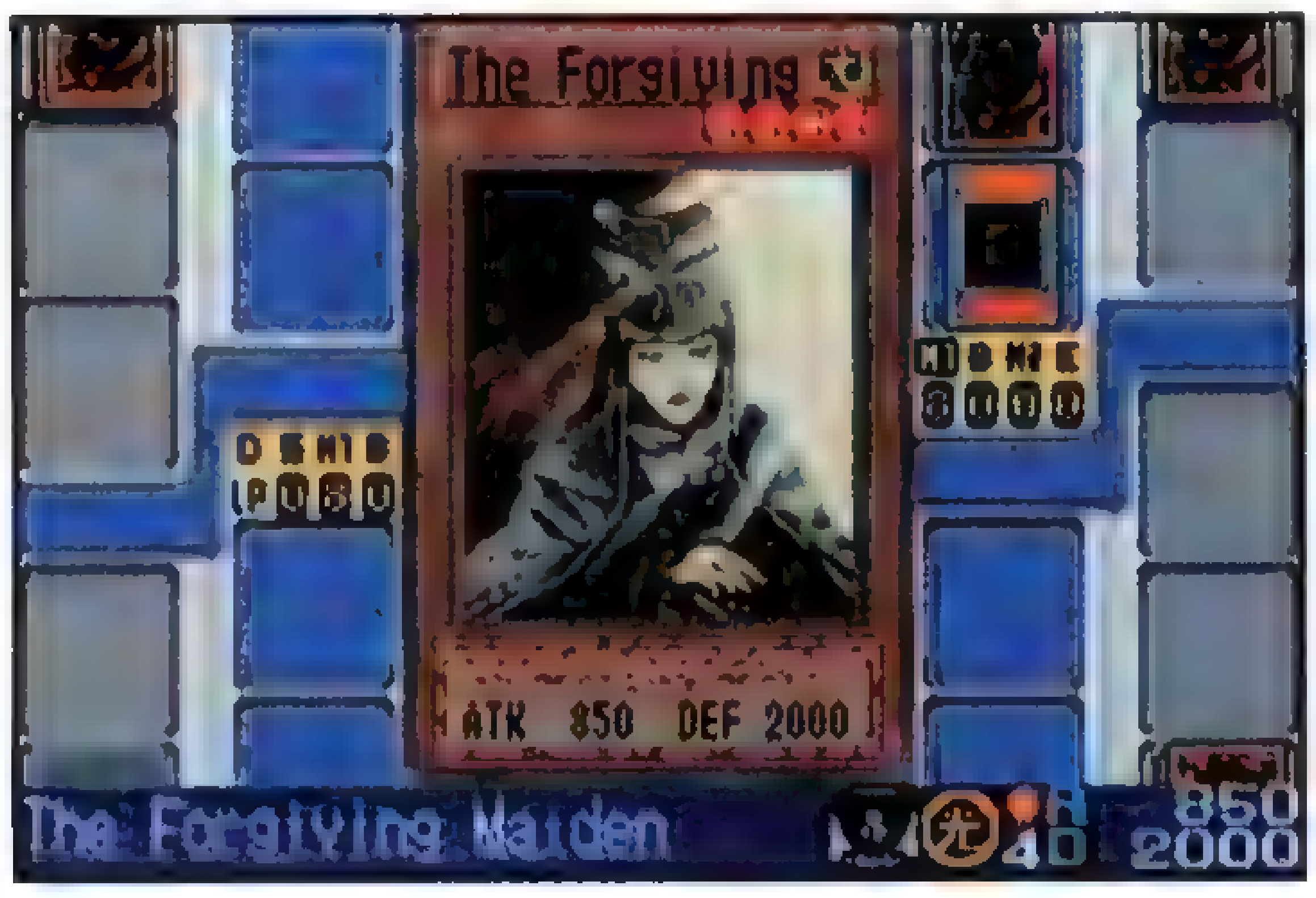
Two very special GCN titles (still in early development) have claimed the lion's share of space in this month's gallery. The Virtua Fighter series coming to GCN is exciting enough, but Virtua Fighter: Cyber Generation also opens a new chapter in the franchise by focusing on adventure gameplay instead of fighting. The announcement of Harry Potter and the Prisoner of Azkaban is equally thrilling to the throngs of Potter fans. To wrap things up, we'll give you an expanded look at Judge Dredd plus some upcoming GBA titles.





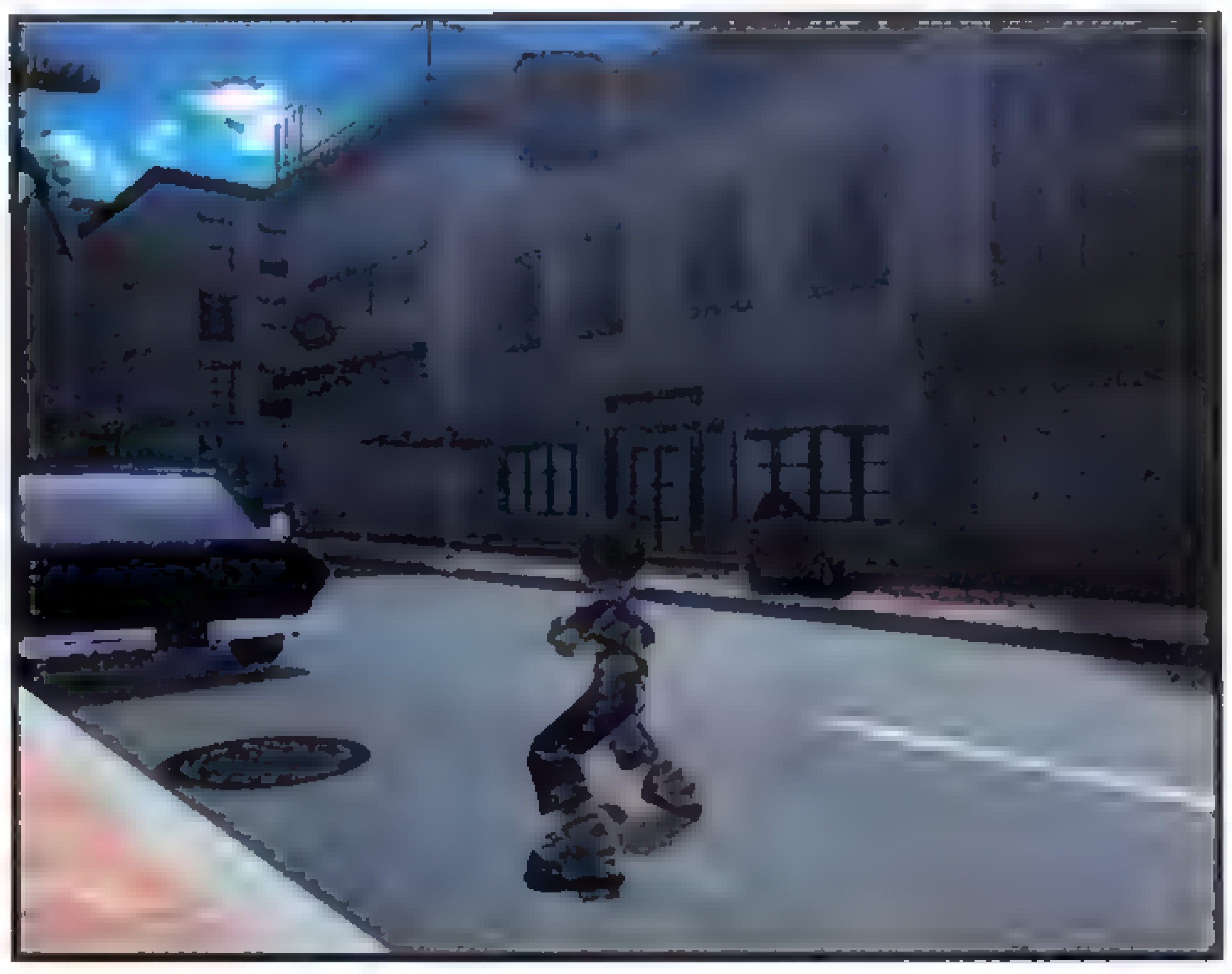


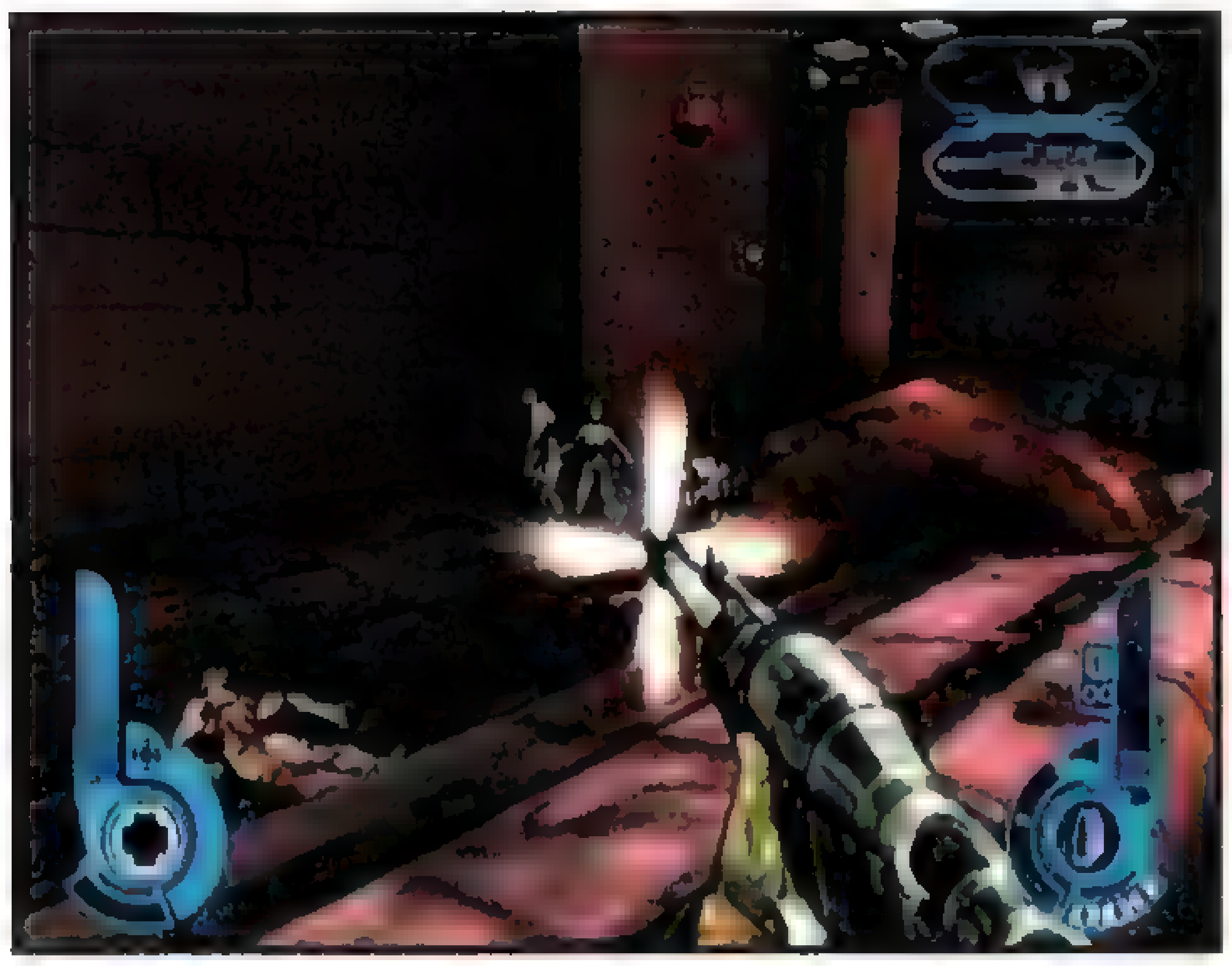
Virtua Fighter: Cyber Generation
Last month we reported on the development of Virtua Fighter: Cyber Generation for GCN in Japan. Now we have something to show you. We'll bring you more details on the Sega game soon.



Yu-Gi-Oh! World Championship Tournament 2004
That's right, Konami has two Yu-Gi-Oh! games coming soon for Game Boy Advance. WCT '04 is a video game version of the popular card game, without the frills of a story mode. You can customize decks and face dozens of duelists in the tourney.

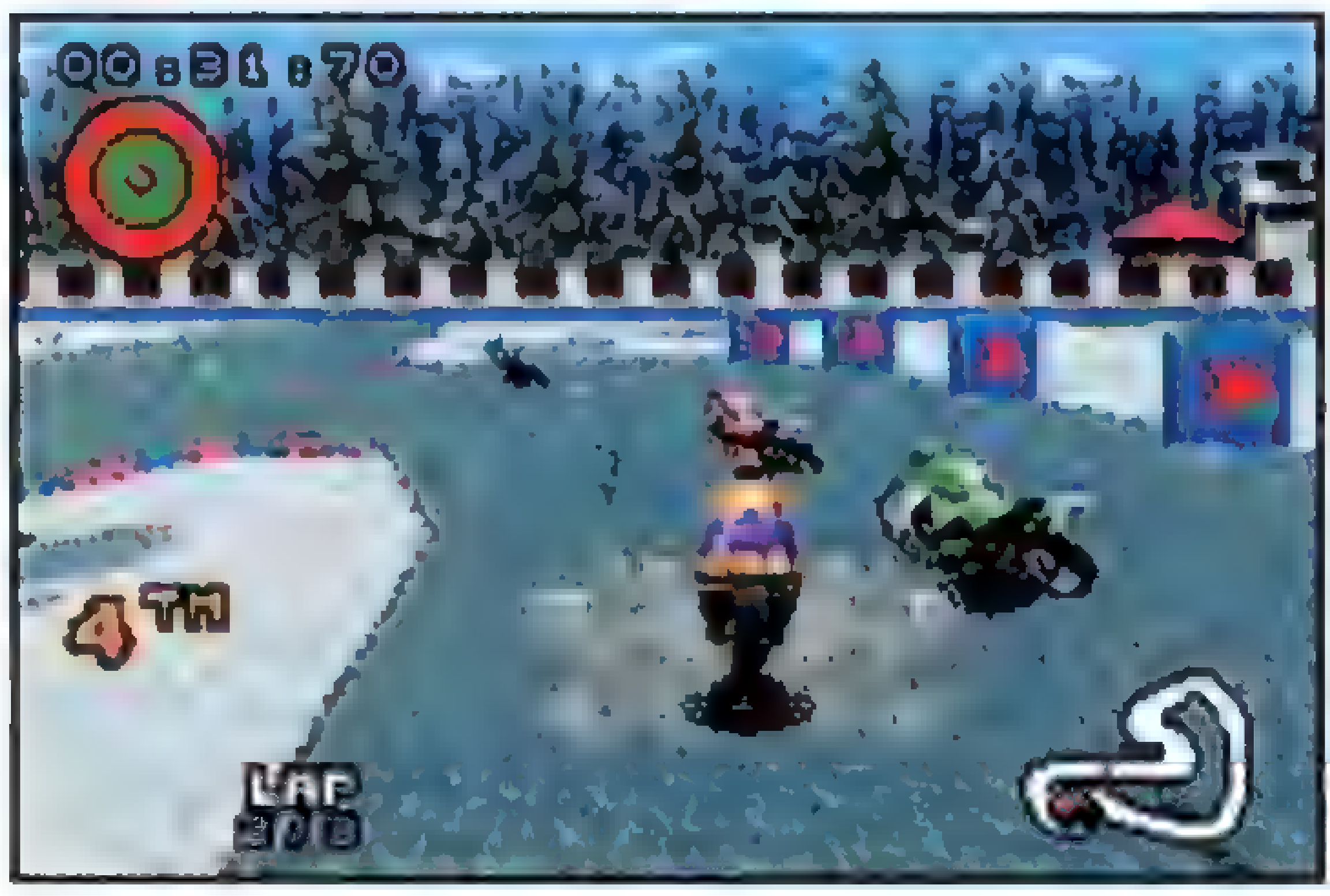
いったい何だっていうんだよ…



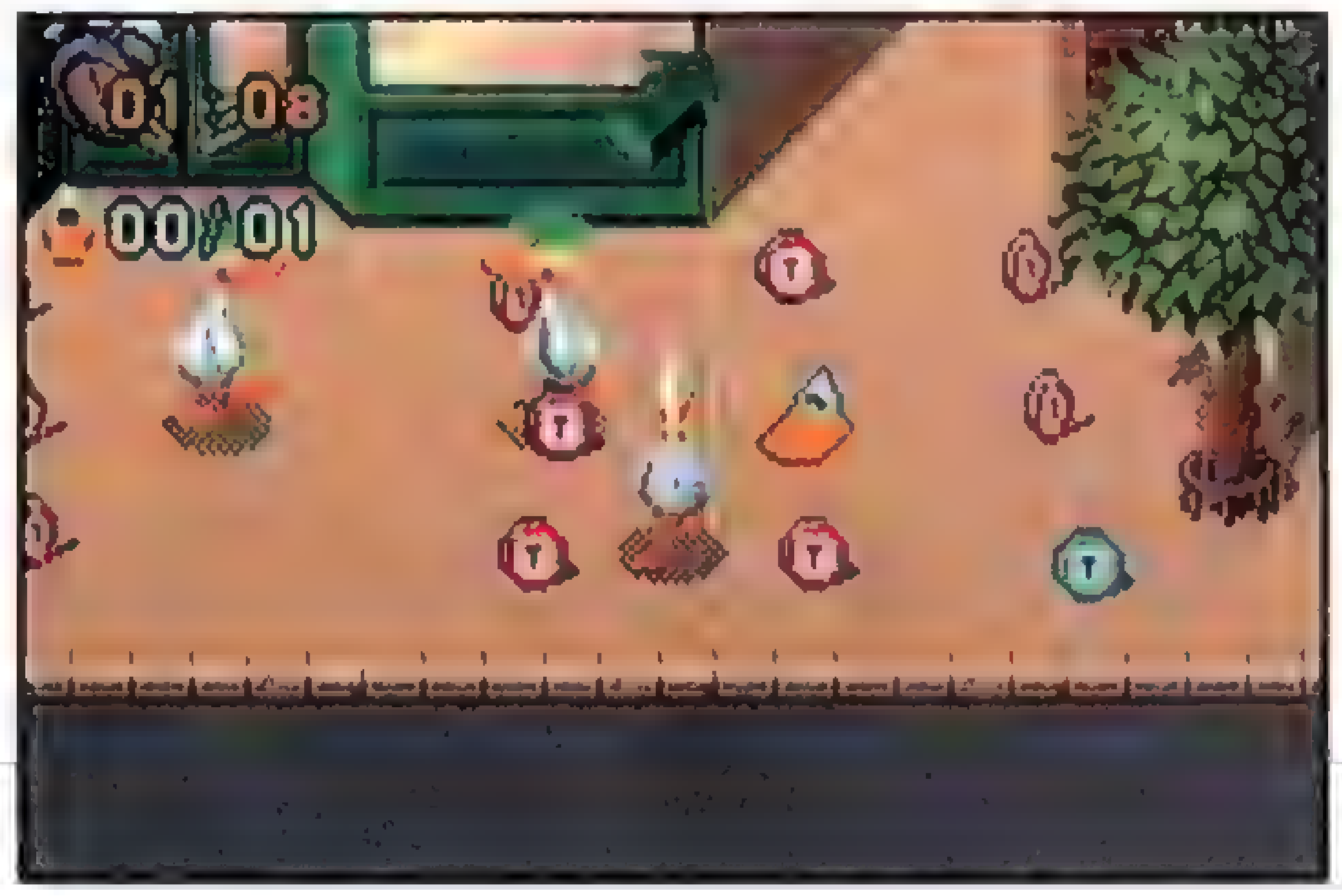


Code 23. Perverting
Course of Justice
Section 2. Escaping from
imprisonment.
Sentence: 20 Years

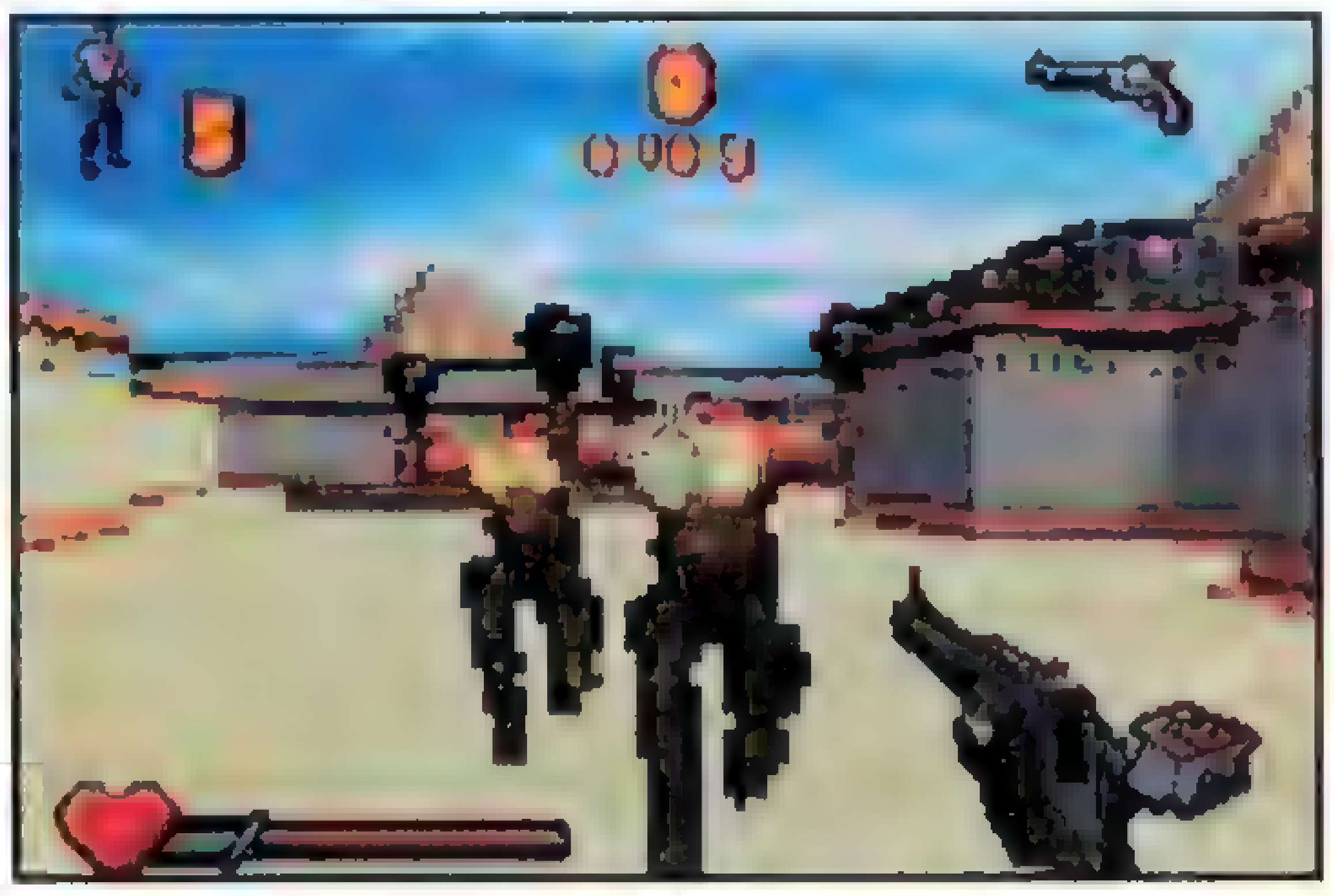
Judge Dredd: Dredd vs. Death
Judge Dredd is on the streets of futuristic Mega-City One, dispensing instant justice. As Dredd, you'll track down criminals and use cool munitions, such as incendiary and ricochet bullets. The first-person GCN shooter is being developed by Rebellion for release in Europe. There's no word yet on a North American release, but just to be safe we recommend keeping your nose clean.



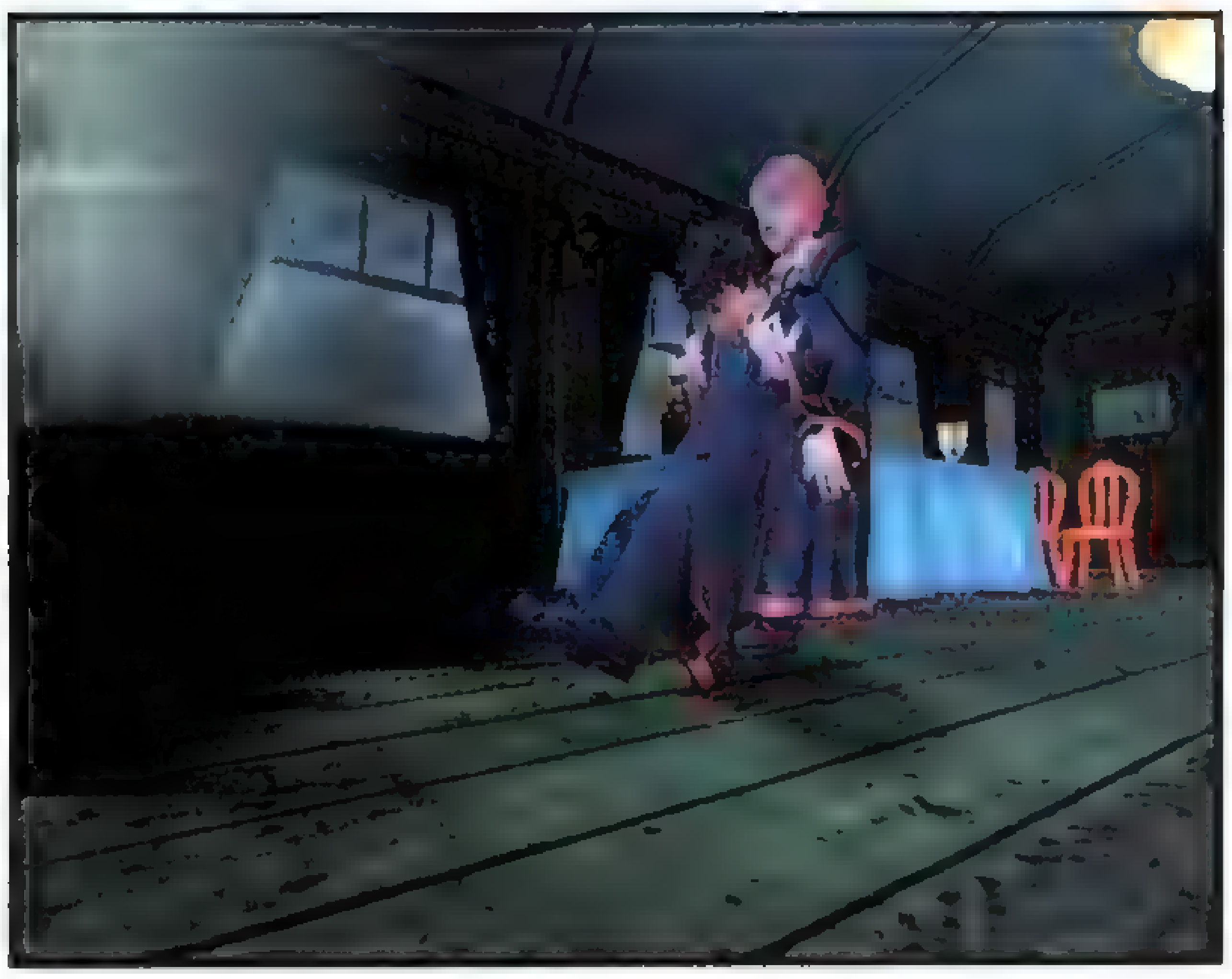
XS Moto
XS Games presents a motorcycle racer with Championship and Quick Race modes. The game boasts crisp graphics and smooth control.



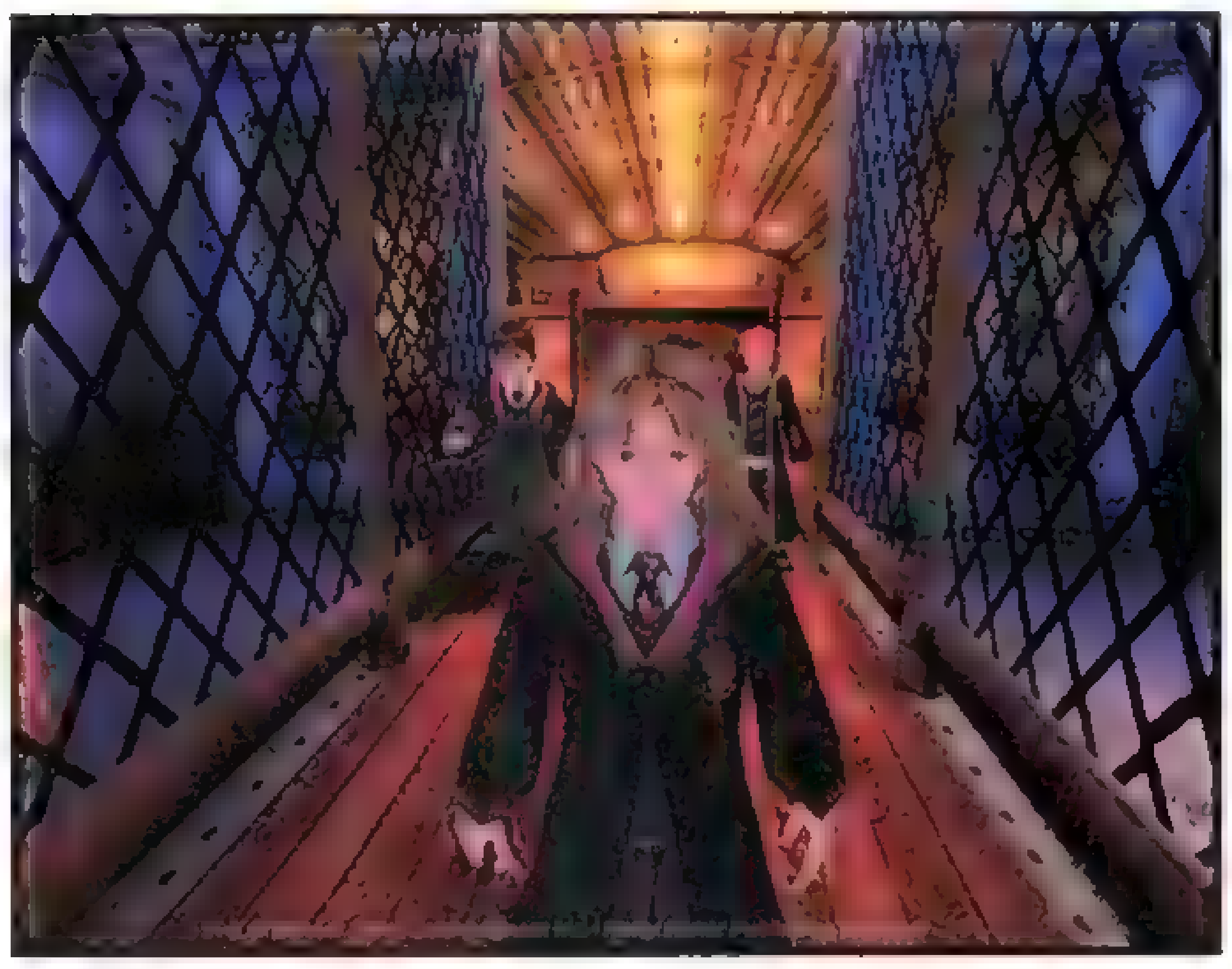
Sitting Ducks
Hip Games's Sitting Ducks is for a very young audience. The game features scooter races, simple action puzzles and cinema scenes to quack you up.

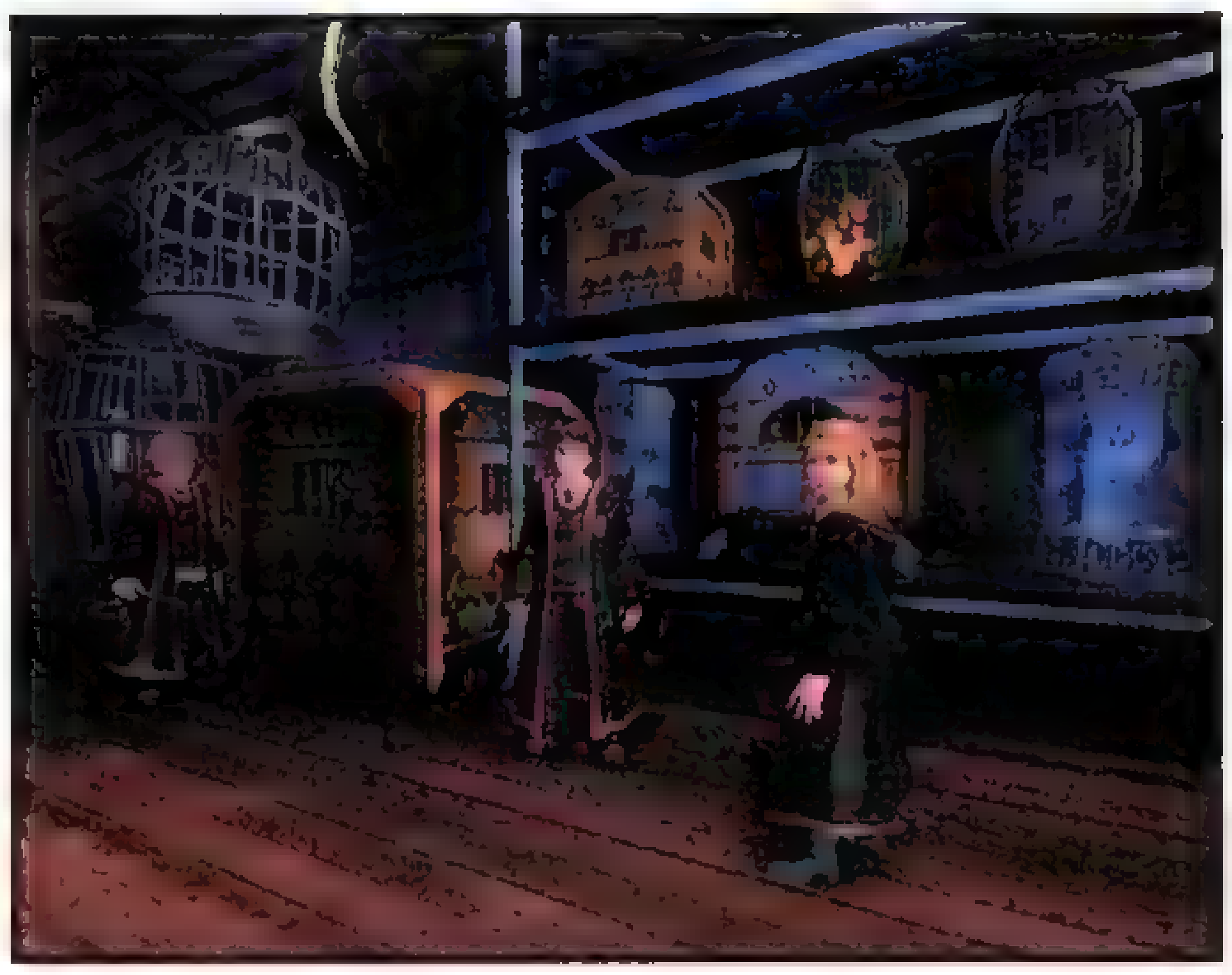


Serious Sam Advance
Serious Sam brings the hurt to alien invaders in a first-person shooter for GBA. If you like camp with your carnage, Serious Sam is for you.

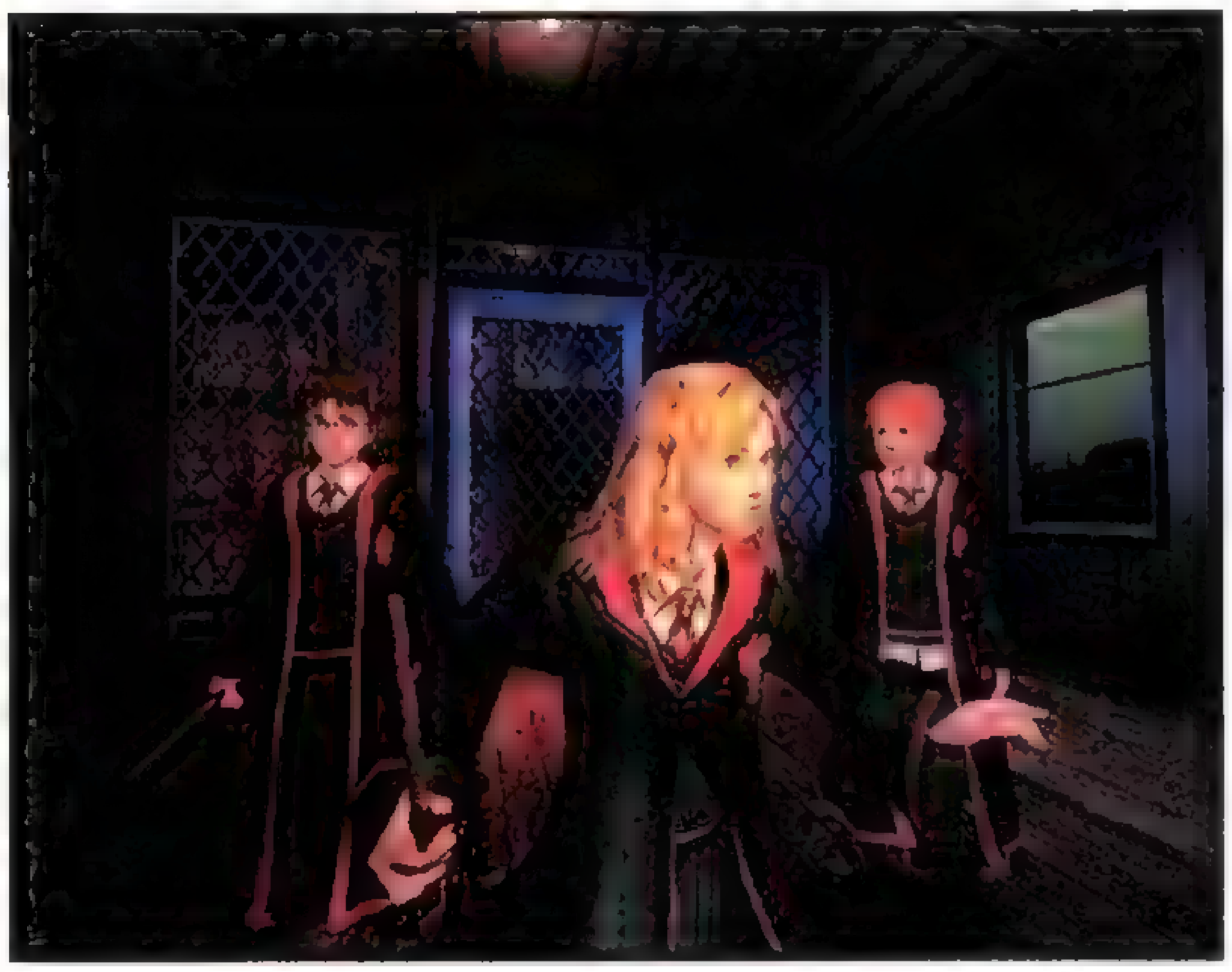


EA's development of Harry Potter and the Prisoner of Azkaban is well under way, but not many details are available yet beyond the fact that the game will be a third-person adventure featuring magic spells, stealth and excellent graphics.





Harry Potter and the Prisoner of Azkaban
EA Games is busy concocting the next magical adventure in the Harry Potter series. Harry Potter and the Prisoner of Azkaban is coming to Nintendo GameCube and Game Boy Advance in late spring, at the same time the movie is released. More HP news is on the way.



Our gallery of Harry Potter screenshots was taken from an early development version of the game. Even so, the promise of Harry's adventure with the mysterious Sirius Black and the Dementors from Azkaban has cast a spell on us.

DEVELOPER PROFILE

Kemco's Rogue Ops for Nintendo GameCube seems to give a nod to covert-action games such as Tom Clancy's Splinter Cell and the cool gadgetry of EA's James Bond series. But as we learned from Kemco's director of product development, Colin Gordon, there's more to Rogue Ops than meets the eye.

Rogue Ops
There's more than one way to skin a cat in Rogue Ops. You can solve almost every puzzle in several ways.

GW: What was the inspiration for the game?

CG: Tough question! Kemco got involved with Rogue Ops fairly far along in its development. We first got a look at it in November 2002, and while the game has changed in many ways (less linear, more action, better weapons), the basic hook is still the same. The idea of playing a female stealth warrior armed with near-future gadgets in a variety of locations is something we felt was appealing, and we still have the same feeling today.

GW: What games and movies have been the biggest influence for Rogue Ops?

CG: I think some obvious comparisons can be made because of the stealth genre, but the most common mistake is to assume that Splinter Cell was a major influence. The game was already far along in development when Splinter Cell was released, and almost all the mechanics and environments were already in place. I'd say all the modern spy movies were more of an influence on the game than other games were. We wanted Rogue Ops to have a near-future feel, with gadgets and devices just beyond what would actually be available today. Also, we wanted the game to behave like a game, and allow the player a little more latitude than an ultra-real setting would give. Once again, bringing it closer to the spy movie theme than most other stealth games.

GW: What makes Nikki Connors different from other strong female characters of the recent past?

CG: I think we've tried to give her a rebellious attitude in the way she deals with her superiors, but at the same time not let her exploit her obvious sex appeal. She never tries to use the fact that she's a [female] to get the better of her opponents, something we think fits with her style and character. We've also made her a little older than the normal girl game characters; she's even had a child (now deceased).

GW: How important is a compelling story in a game like Rogue Ops?

CG: This is the age-old question. With Rogue Ops, we've tried to embed the story in the briefings, tried to give the player a reason for doing what they have to do, but in the end, a game is more about the interaction between the player and their opponents and enemies. So, while we feel the story is important, I'm not sure many gamers would agree.

GW: How have the character and story evolved over the process of game development?

CG: Nikki has gone through several revisions along the way, the story less so. The game always had a female lead, but her look and size [have] changed a few times. We're really happy with the new blonde look for Nikki. For some reason, blondes don't feature in too many video games, and she certainly bucks the "dumb blonde" stereotype, which has to be a good thing.

GW: What are the elements that you had to get perfect to make Rogue Ops a success?

CG: Probably the most important part of a game is the control setup. We went through several revisions before settling on the final default controls. Just after we switched, all the testing and development folk hated the new setup, they felt it was awkward and confusing. Just two weeks later, they were singing its praises. We've also had feedback from focus groups, which have confirmed that the new controls are superior to the old setup. That's very reassuring. The other element that's worth talking about is the camera. We're very happy with the final camera setup. I think Rogue Ops solves the problem of the camera being pushed into geometry very elegantly. I don't think I've seen a game handle the transition from third- to first-person so well before, and with the control update, this is completely seamless to the player.

GW: Describe the game's art style. Were the artists going for a realistic look, a graphic-novel approach or somewhere in between?

CG: As the game was set in the near future, we wanted something with a little realism but not over the top. The game tries to be closer to realistic and has some nice touches, like footprints in the snow, but does not go all the way in trying to be an accurate representation of actual working locations. Like I said, spy movies were a great influence for us, and some of the locations used in those movies are not at all logical or practical, but still good fun to run around.

GW: Many of the puzzles have multiple solutions. What tack did the level designers take in creating the puzzles?

CG: This was something we added to the design when we began working with the developer. In many games, there is only one way to solve a puzzle, but with Rogue we wanted to reward the player for a little exploration, or proceeding in a different way. It also became a good solution to make a puzzle a little easier. For instance, in the second level you have to bypass a security keypad. Now, originally the player could only do this by watching the guard type a key sequence on the key pad through the sniper scope. This was extremely hard to do, even as an experienced player, and I don't think a first-time player would ever think of doing this. So we added a security room which has the key code in a filing cabinet. Nikki now can pickpocket a guard, retrieve his access card for the security room and then go and retrieve the key code. While the first solution is simpler in actual execution, the second solution is more obvious, especially if you find the key card when pickpocketing a guard.

GW: What's your favorite gadget in the game?

CG: For me, it has to be the Fly Cam. This is a little device you get to fly around the world, normally used to hack into electronic systems. You can also use it to trigger switches and shortcut some of the puzzles. It's a cool gadget that gives you a different look at the environment and even a different look at Nikki.

GAME WATCH FORECAST

NINTENDO GAMECUBE

BAD BOYS II
BOMBERMAN JETTERS
BRATZ: FORMAL FUNK
CONAN: THE DARK AXE
CONFLICT DESERT STORM 2
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DIGIMON WORLD 4
EXTREME FORCE: GRANT CITY ANTI-CRIME
FINAL FANTASY: CRYSTAL CHRONICLES
FREESTYLE STREET SOCCER
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GEIST
HARRY POTTER AND THE PRISONER OF AZKABAN
HARVEST MOON: A WONDERFUL LIFE
HE-MAN: DEFENDER OF GRAYSKULL
JAMES BOND 007: EVERYTHING OR NOTHING
JUDGE DREDD: DREDD VS. DEATH
JUSTICE LEAGUE
KILLER 7
KNIGHTS OF THE TEMPLE
LEGENDS OF WRESTLING: SHOWDOWN
MARIO TENNIS
MEDABOTS: INFINITY
MEGA MAN ANNIVERSARY COLLECTION
METAL GEAR SOLID: THE TWIN SNAKES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MVP BASEBALL 2004
ONE PIECE: TREASURE BATTLE
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
PIKMIN 2
PILLAGE
PITFALL: THE LOST EXPEDITION
POKéMON COLOSSEUM
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RIBBITGOLF
ROCKET POWER: ZERO GRAVITY ZONE
SCALER: THE SHAPE SHIFTING CHAMELEON
SCOOBY-DOO!: MYSTERY MAYHEM
SHREK 2
SPIDER-MAN 2
STAR FOX
STARCRAFT: GHOST
STREET HOOPS
STREET RACING SYNDICATE
TALES OF SYMPHONIA
TERMINATOR 3: REDEMPTION
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY IN WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
WORLD CHAMPIONSHIP POOL 2004
X-MEN LEGENDS
ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
BIONICLE
BOOKWORM
CT: SPECIAL FORCES 2—BACK TO HELL
CUSTOM ROBO GX
DIGIMON RACING
DISNEY'S HOME ON THE RANGE
DISNEY'S PARTY
DR. SEUSS: THE SEUSSATIONAL JOURNEY
FAMITSA ADVANCE
HAMTARO: RAINBOW RESCUE
HYPERSPACE DELIVERY BOY
KINGDOM HEARTS: CHAIN OF MEMORIES
LADY SIA II
MARIO GOLF
MEGA MAN BATTLE NETWORK 4
MEGA MAN MANIA
METAL SLUG ADVANCE
METROID ZERO MISSION
MICKEY'S MAGICAL QUEST 3
MISSION IMPOSSIBLE—OPERATION SURMA
MONSTER TRUCK MADNESS 2.0
ONE PIECE: GRAND BATTLE
OPERATION: ARMORED LIBERTY
PAINTBALL
PITFALL: THE LOST EXPEDITION
R-TYPE III: THE THIRD LIGHTNING
RADIUM
RIVER CITY RANSOM ADVANCED
RIVER KING
ROAD RASH: JAILBREAK
SABRE WULF
SCOOBY-DOO!: TWO MONSTERS UNLEASHED
SERIOUS SAM ADVANCE
SHAMAN KING
SHREK 2
SITTING DUCKS
SONIC ADVANCE 3
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPY MUPPETS: LICENSED TO CROAK
SUPER COLLAPSE
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEN PIN ALLEY
THUNDER ALLEY
TINY TOON ADVENTURES: SCARY DREAMS
ULTIMATE TABLE GAMES
WADE HIXTON'S COUNTER PUNCH
WIZARDRY: THE SUMMONING
WORLD REBORN
X-BLADEZ: INLINE SKATER
XS MOTO
XYANIDE
YU-GI-OH! RESHEF OF DESTRUCTION

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

CATCH ALL THE COOL STUFF INSIDE!

Pokémon
HEROES
The Movie
New 2004 Release
Featuring Brand-New Pokémon
Latios™ And Latias™
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Actual Size 11" x 17"

Which Is Your Favorite Pokémon Character?
Latios
80 HP
Super Psy
10
30
Freeze Dry
70 HP
Psy
10
Flame
20

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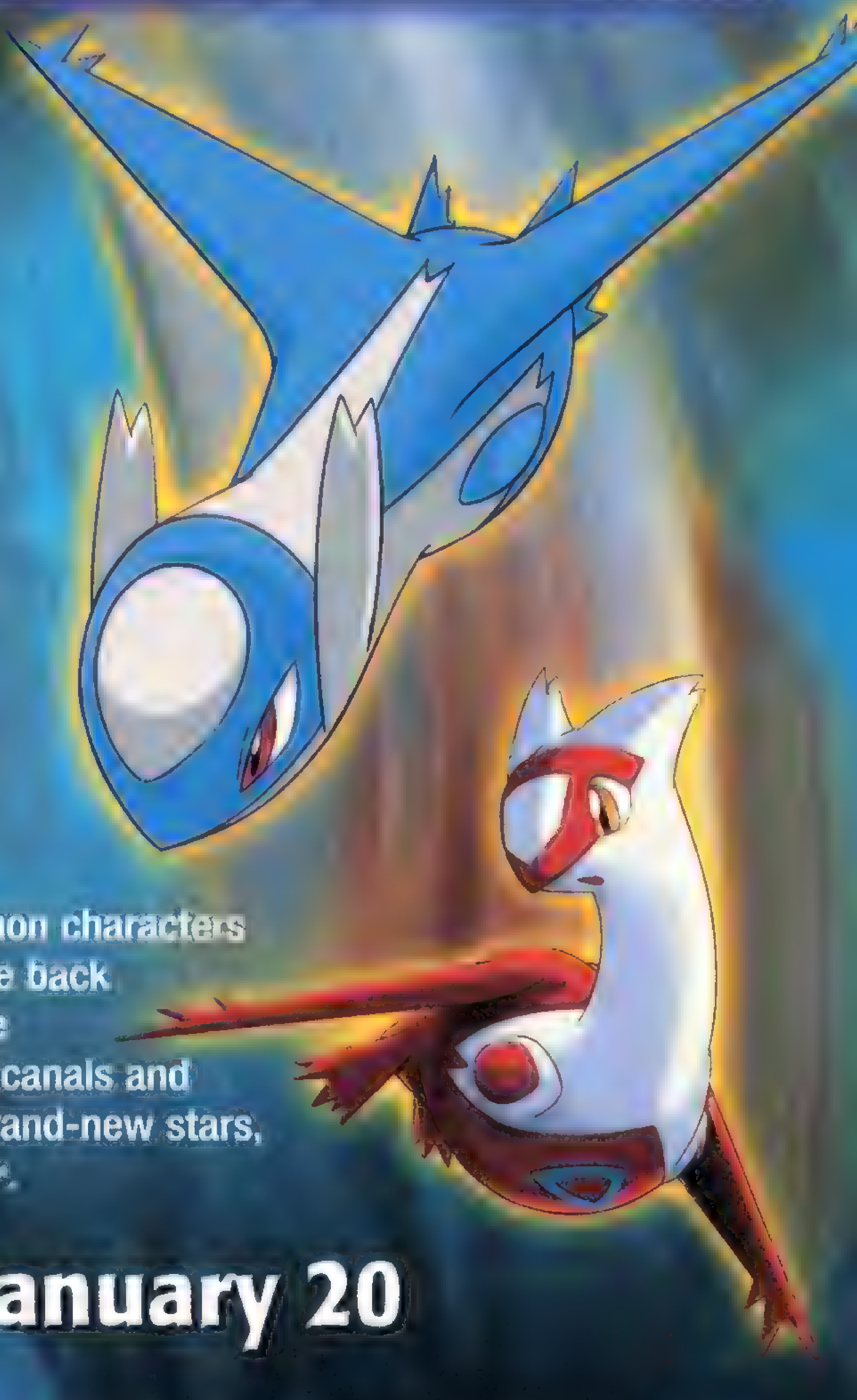
Exclusive Pokémon Poster & 2 Game Cards



AWESOME DVD BONUS MATERIAL

- *Camp Pikachu* Short
- Location Scouting In Venice
- Animation Stages
- The Characters Of *Pokémon Heroes*
- *Pokémon Heroes* Trivia Game

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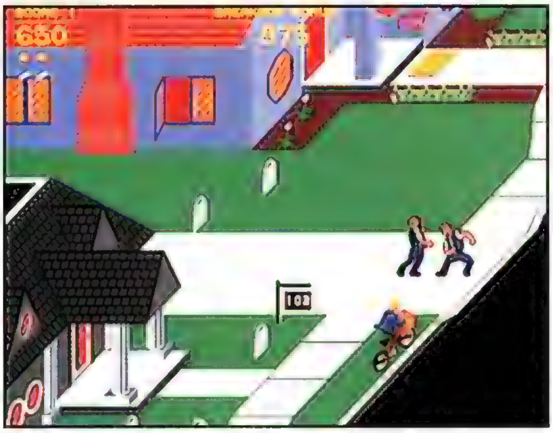
MIRAMAX

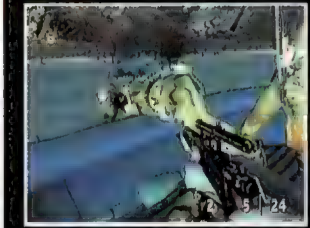
SCREEN TEST

What's going on in the crazy screen shot below? We've come up with a caption, but if you think you can do better (ha ha, like that's possible), send your best lines to poweron@nintendopower.com.



Dudes, chill. There are enough papers for everyone.

YOUR SCREEN TEST CAPTIONS



Our line was: Oh rats. I dropped my pickle overboard!

Aw look, she's giving him a kiss. *—Michael Beall*

Yep, that's definitely a root canal. *—RWilkes*

I've heard of going overboard, but this is crazy! *—Ryan*

Geez man, it's just a penny. Get back in the boat. *—Benjamin Davis*

Looks like another victim of seasickness. Better tranquilize him with my gun so we can get him to the doctor. *—Geodude*

Now we have to add crocodiles to the axis of evil. *—Butterman4000*

It's just like shooting fish in a barrel, except we're on a river. *—Rey Eversole*

Bill knew he shouldn't, but the sight of Johnson's hindquarters in the air was too much—and besides, he had never fired his gun before. *—Zander Willis*

Hey, can you duck down so I can get a good shot at the . . . oops. *—Nathaniel Betancourt*

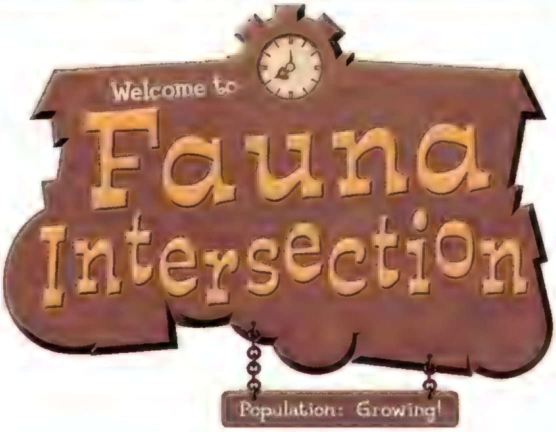
Man, I knew I should have loaded this gun before we left. *—Jill Vanderstamp*

I dropped my alligator bait! Now I have to lean over in an unsafe position that could lead to my untimely demise so I can get it. *—Jaschmidt22*

This guy's about to be promoted to Rear Admiral! *—Richard Turner*

EXTRACURRICULAR RECONDITE ENIGMAS

What's in a name? Everything! All of the entries below are synonyms for actual GCN and GBA game titles. Fauna Intersection, for example, would be Animal Crossing. (Fauna means animal and intersection means crossing.) See if you can figure out the others, then when you're done banging your head against the wall, make up your own and send them to poweron@nintendopower.com. We'll print some of the best (as well as the answers for this month) in an upcoming issue.

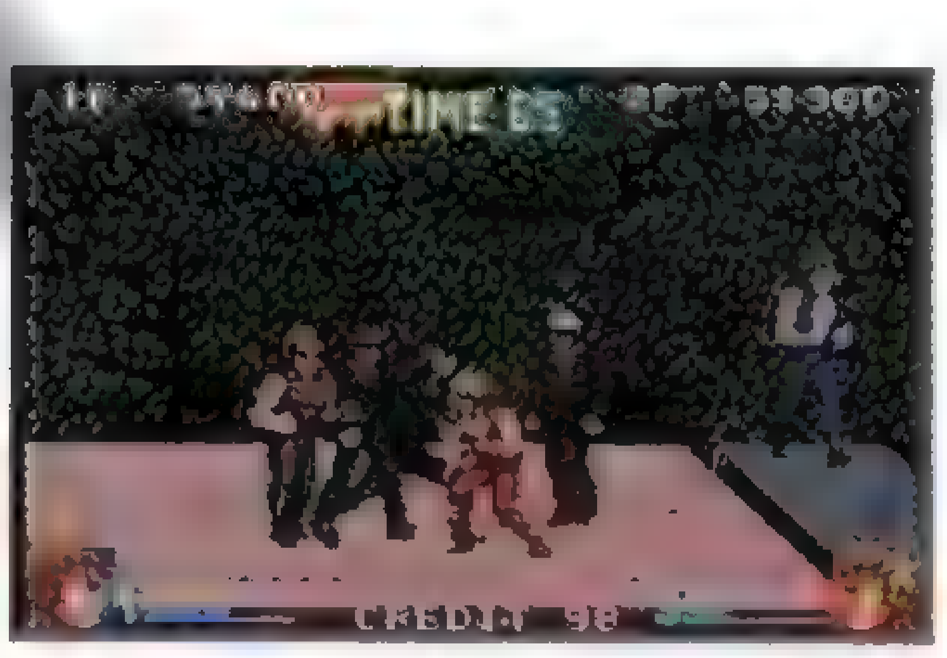


1) *Cuckoo Coach for Hire*
2) *Keen Clobbering Kin Clash*
3) *Over and Above Virtuousness in Conjunction with Turpitude*
4) *Cudgel Incubator and the Grandiose Ovum*
5) *Cartel Shindig*
6) *Access the Hexagonal Grid*
7) *Xanthous Parhelion: The Unrecollected Epoch*
8) *Alloy Apparati Indivisible: The Corollary Ophidians*
9) *Three Complete Circles: Inundation*
10) *Contraband Abscontion: Operational Theatres*
11) *The Be All and End All Phantasmagoria Stratagems Changed for the Better*
12) *Celestial Skirmishes Well-Compensated Hatchet Man*
13) *Sisyphean Opacity*
14) *Inhabited Calamity Nil*
15) *The Potentate of the Digital Adornments: The Binary Obelisks*
16) $\sqrt{\text{CLXIX}}$
17) *The Continuing Exploits of a Vulpes Vulpes Stationed around Giant Balls of Hot Gas That Create Their Own Radiation*

REVENGE IS A DISH BEST SERVED AGAIN

"... an extremely good brawler, the likes of which we haven't seen for years."
- GameSpy

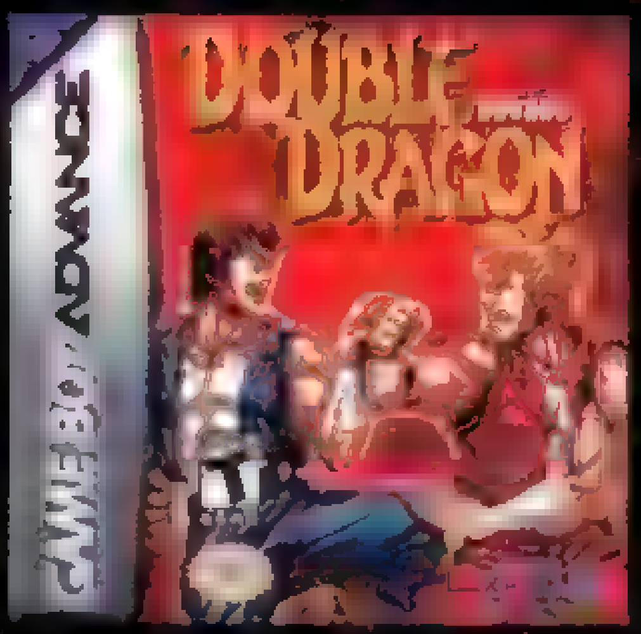
Never before seen stages containing all new enemies and boss characters!



All new fighting techniques and weapons such as the dash punch and nunchucks!

RIVER CITY™ RANSOM™ coming soon!

DOUBLE DRAGON™ ADVANCE



Double Dragon is back and it's better than ever!

TEEN
T
CONTENT RATED BY ESRB

GAME BOY ADVANCE

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The Growing NSider Community

forums.nintendo.com

The NSider Community has been growing in leaps and bounds in the past few months. A great deal of the community's success and evolution is thanks to the Sages and Knights of Hyrule. This month, we take a deeper look at these two dedicated fan groups.

Q: What are Sages?

A: Sages are the NSider Community leaders. They are fans who have shown an exceptional level of participation, game knowledge, enthusiasm and desire to help their fellow fans. Sages will often write game reviews and post their opinions about games on the NSider forums.

Q: Who are the current Sages?

A: New Sages are being selected all the time, but here are the current sages in alphabetical order: ETERNALSATURN, HUMUHUMUNUKUNUKUAPUAA, HYLIANELF, IMAWARIO, JSR, JUSDBERUBE, LINKTETRA, LUIGI37, MACE__STARIDER, *MIDO*, MIKEMN, NYAASU, STARooGIRL and THEEYE.

Q: What are the Knights of Hyrule?

A: The Knights of Hyrule are dedicated fans who help maintain the peace and order by acting as moderators for the NSider community. Knights of Hyrule are often hand-selected from the community's Sages.

Q: Who are the current Knights of Hyrule?

A: A chosen few. Here are the current Knights of Hyrule: CAT, DEMETELOAF, Kattrixie and TSA.

Q: How can I become a Sage?

A: The NSider community is always buzzing with questions and rumors about how to become a Sage or Knight of Hyrule. Follow the tips below to increase your chances of being hand-picked by the Nintendo of America (NOA) staff as a potential Sage. If you're selected as a Sage candidate, you'll have to pass a simple writing test to make it official.

- Be enthusiastic!
- Become an NSider by signing up as a member and registering your Nintendo products on Nintendo.com.
- Be an active member of the NSider Community for at least three months.

Q: What are the benefits of becoming a Sage or a Knight?

A: Those who are dubbed Sages or Knights of Hyrule get some great benefits, some of which are listed below. We're always thinking up new rewards, so stay tuned.

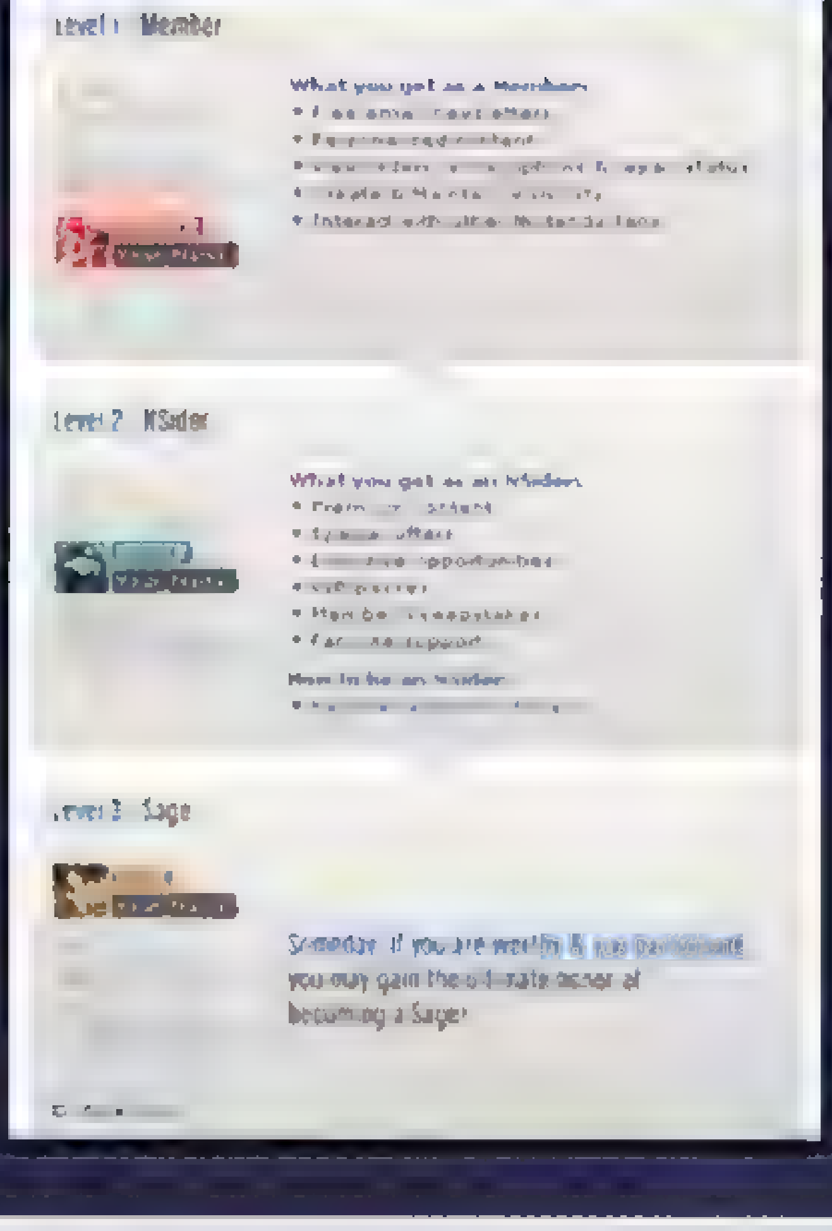
- Access to an exclusive Sage-only message board on the NSider forums
- The chance to have quotes (such as the Post of the Week) from your game reviews published on nintendo.com
- Exclusive icons and permissions (such as larger signatures and the ability to edit their own posts) on the NSider forums
- First chance at Nintendo-game beta testing
- And more!

NINTENDO POWER
COMMUNITY
Sign Up Now!
Skies of Arcadia Legends
View Forum
NINTENDO
CHAT
NINTENDO SAGES ARE GIVING THEIR TWO CENTS
Read Sage Reviews
XIII

What's the buzz on Ubisoft's stylistic shooter?

Nintendo Power daily chat
Monday to Friday
3:00-6:00 PM PST
View the full chat schedule

FEATURED CHAT
Mon., Nov 24, 2003

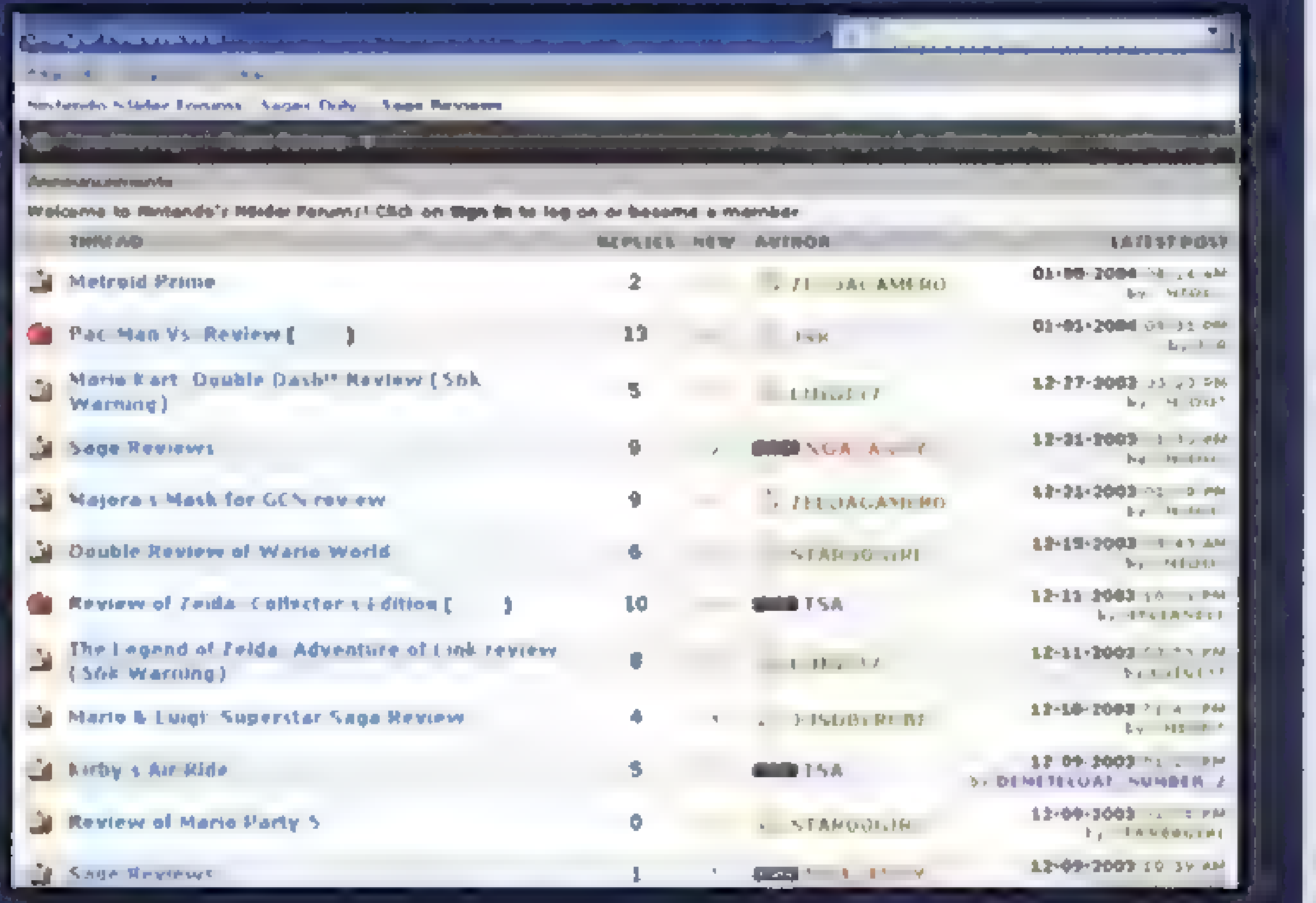


What you get as a Member:

What you get as an NSider:

How to be an NSider:

Someday, if you are worthy & participate, you may gain the ultimate honor of becoming a Sage!



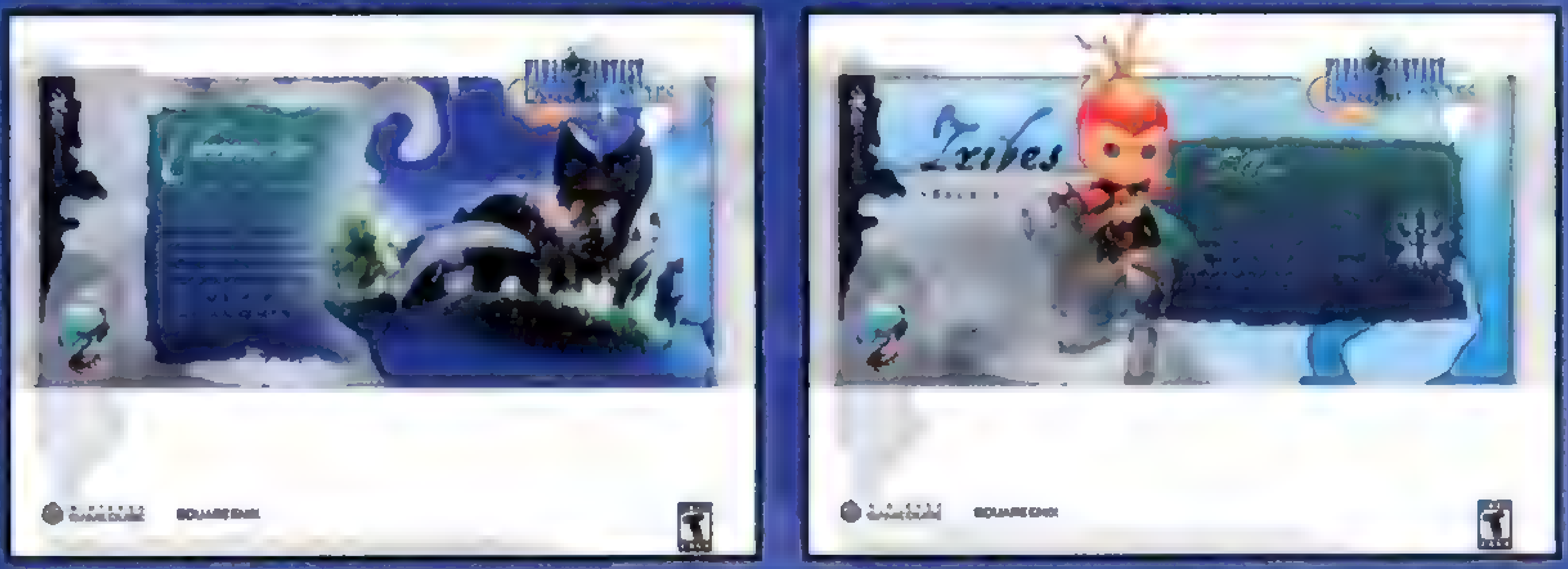
Welcome to Nintendo's NSider Forums! Click on Sign In to log on or become a member

THREAD	REPLIES	NEW	AUTHOR	LATEST POST
Metroid Prime	2		[illegible]	01-08-2004
Pac-Man Vs. Review ( )	13		JSR	01-01-2004
Mario Kart: Double Dash!! Review (56k Warning)	5		LUIGI37	12-27-2003
Sage Reviews	9		[illegible]	12-31-2003
Majora's Mask for GCN review	9		[illegible]	12-21-2003
Double Review of Wario World	6		[illegible]	12-15-2003
Review of Zelda: Collector's Edition ( )	10		TSA	12-11-2003
The Legend of Zelda: Adventure of Link review (56k Warning)	8		[illegible]	12-11-2003
Mario & Luigi: Superstar Saga Review	4		[illegible]	12-10-2003
Kirby's Air Ride	5		TSA	12-09-2003
Review of Mario Party 5	0		[illegible]	12-09-2003
Sage Reviews	1		[illegible]	12-09-2003

The Future of Final Fantasy

ffcc.nintendo.com

The Final Fantasy: Crystal Chronicles site is not only gorgeous but very inventive: if you answer the letters feature's questions correctly, you'll unlock exclusive downloadable wallpapers, IM buddy icons and, by also completing a Myrrh-collecting quest, even more Crystal Chronicles downloads. You'll also find helpful single-player and multi-player strategies, detailed maps and overview gameplay info.

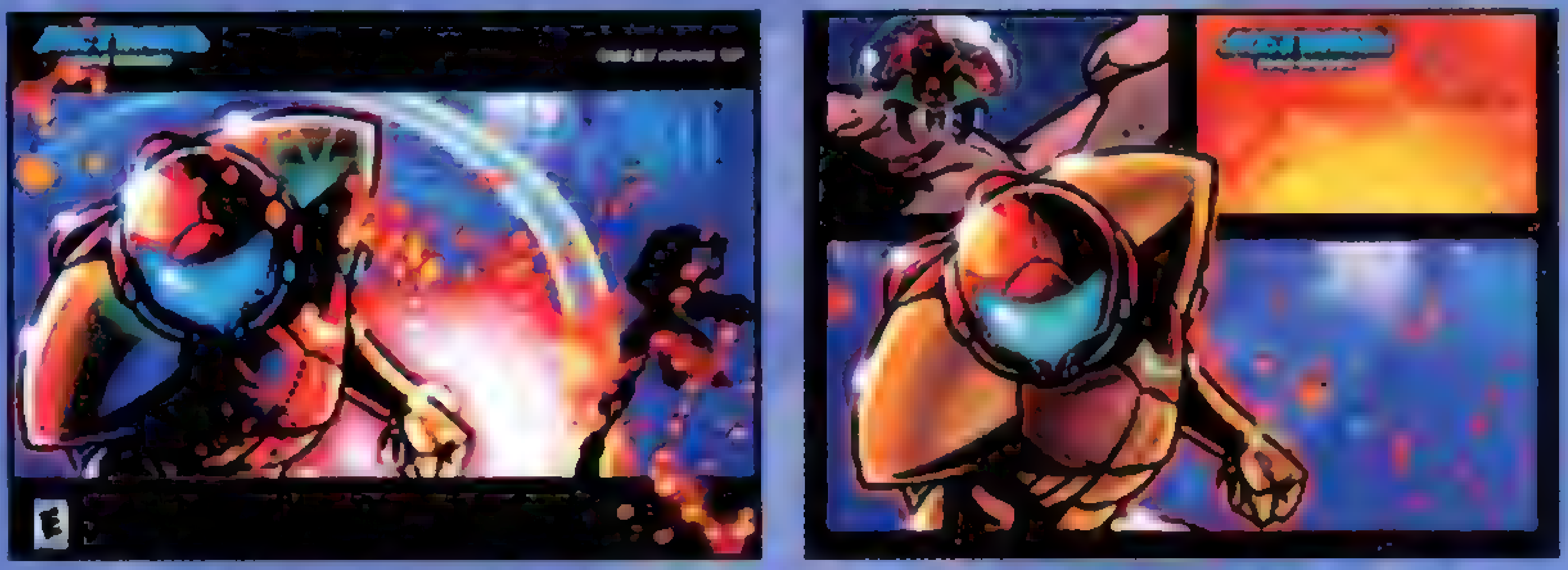


The create-a-hero page is a fun Crystal Chronicles site extra that lets you build your own hero or heroine from the four tribes you'll encounter in the game.

Up Close and Personal with Samus

www.metroid.com

Samus Aran's untold story comes to light in Metroid: Zero Mission for the GBA. The official Metroid website gives you the lowdown on things such as Samus's weapons and the enemies you'll encounter, maps of many game areas and much more. The site also offers special features such as transmissions from Samus herself that reveal strategies about the game, and downloads that include a unique Metroid Zero Mission desktop theme and IM buddy icons.



The entire Metroid: Zero Mission site is designed in a retro comic book style that evokes the style of the game's [illegible] scenes.

The Next Generation of Pokémon

www.pokemon-games.com

Have you been building up an unbeatable Pokémon team in anticipation of Pokémon Colosseum? Are you dying to discover the secrets to Shadow Pokémon? Pokemon-games.com is getting an exciting makeover in honor of the release of Pokémon Colosseum for the GCN. Look to the site for interactive Pokémon activities, a special online Pokemon purification quest and gobs of downloadable goodies. The site is also a great resource for strategies and details on bringing Shadow Pokémon into the light.

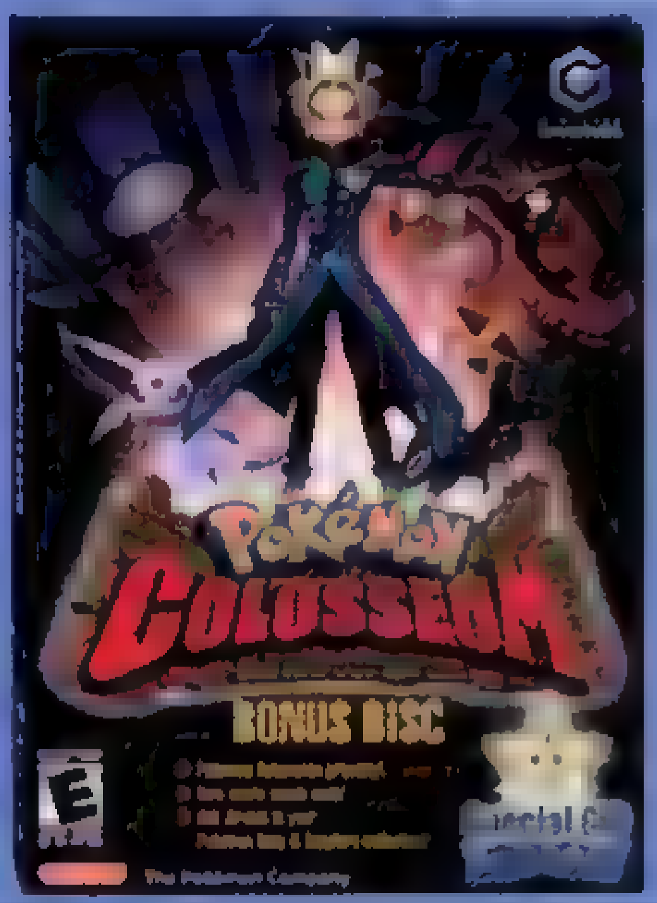
Pokémon Colosseum

Coming soon to GameCube

Find Out More About Exciting Offers!

nintendo.com

Reserve your copy of Pokemon Colosseum at your local retailer to score a special Bonus Disc that includes exclusive footage of the Pokemon Colosseum game, a sneak peek at the upcoming movie *Pokémon: Jirachi Wish Maker* and a special gift—Jirachi—which you can download into Pokémon Ruby and Sapphire. But the preorder rewards don't end with Pokémon Colosseum! When you preorder Final Fantasy: Crystal Chronicles at your local retailer, you'll get a Nintendo GameCube Game Boy Advance cable. For more info, go to nintendo.com.



Final Fantasy Crystal Chronicles

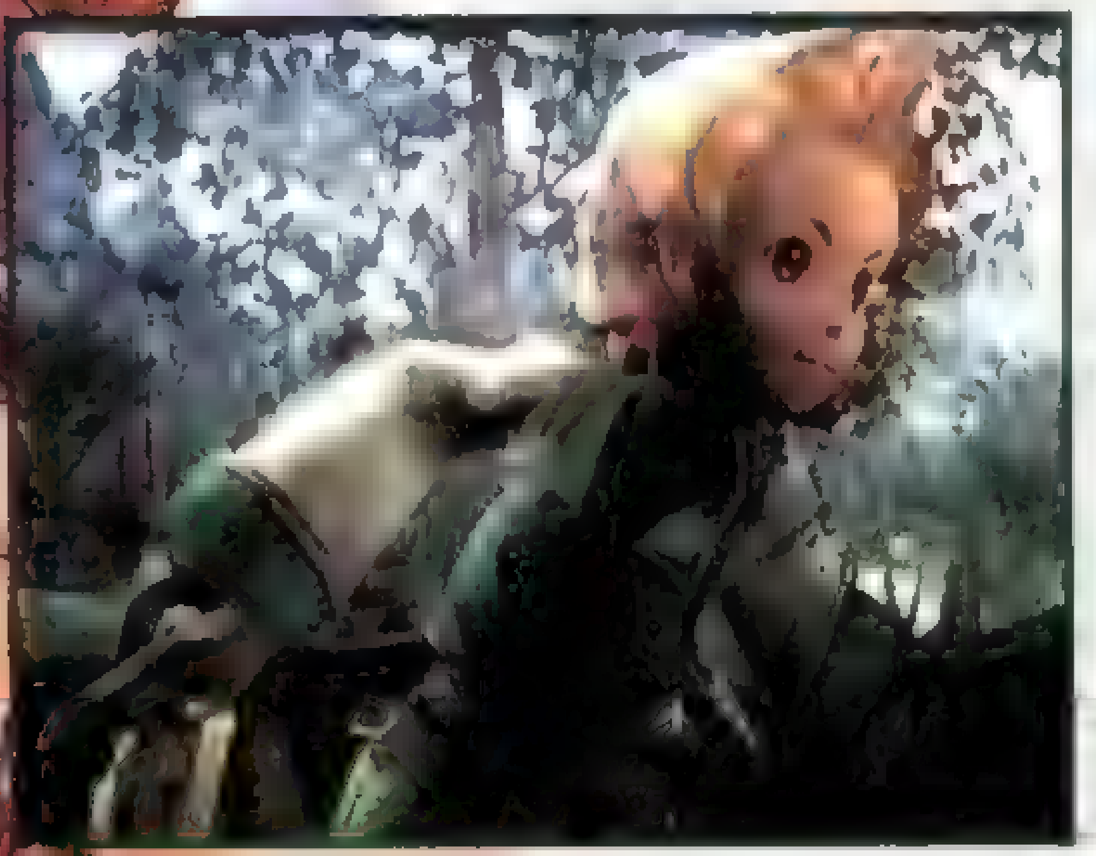
WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE CHAT—NOW OPEN TO EVERYONE!

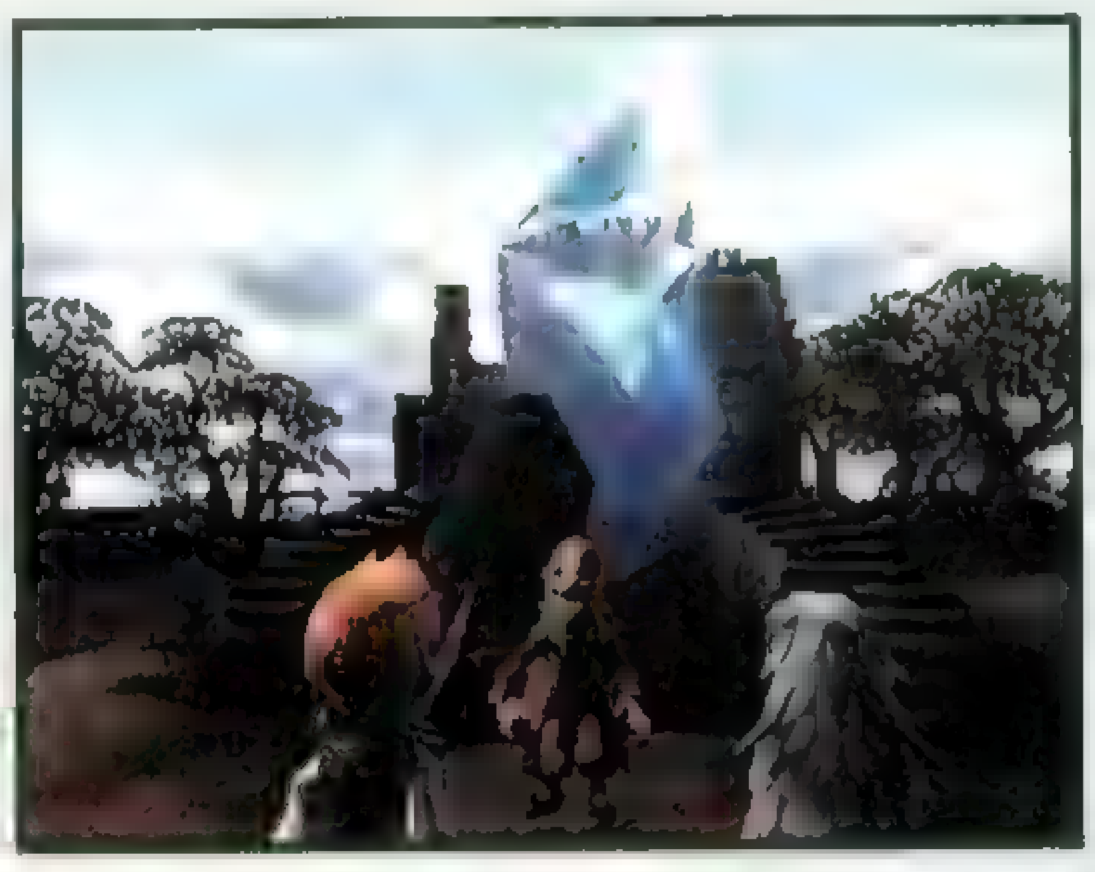
FINAL FANTASY® CRYSTAL CHRONICLES™

ファイナルファンタジー・クリスタルクロニクル

SQUARE ENIX SETS A WILD NEW WORLD IN MOTION—WHERE CONNECTIVITY IS FANTASY MADE REALITY.

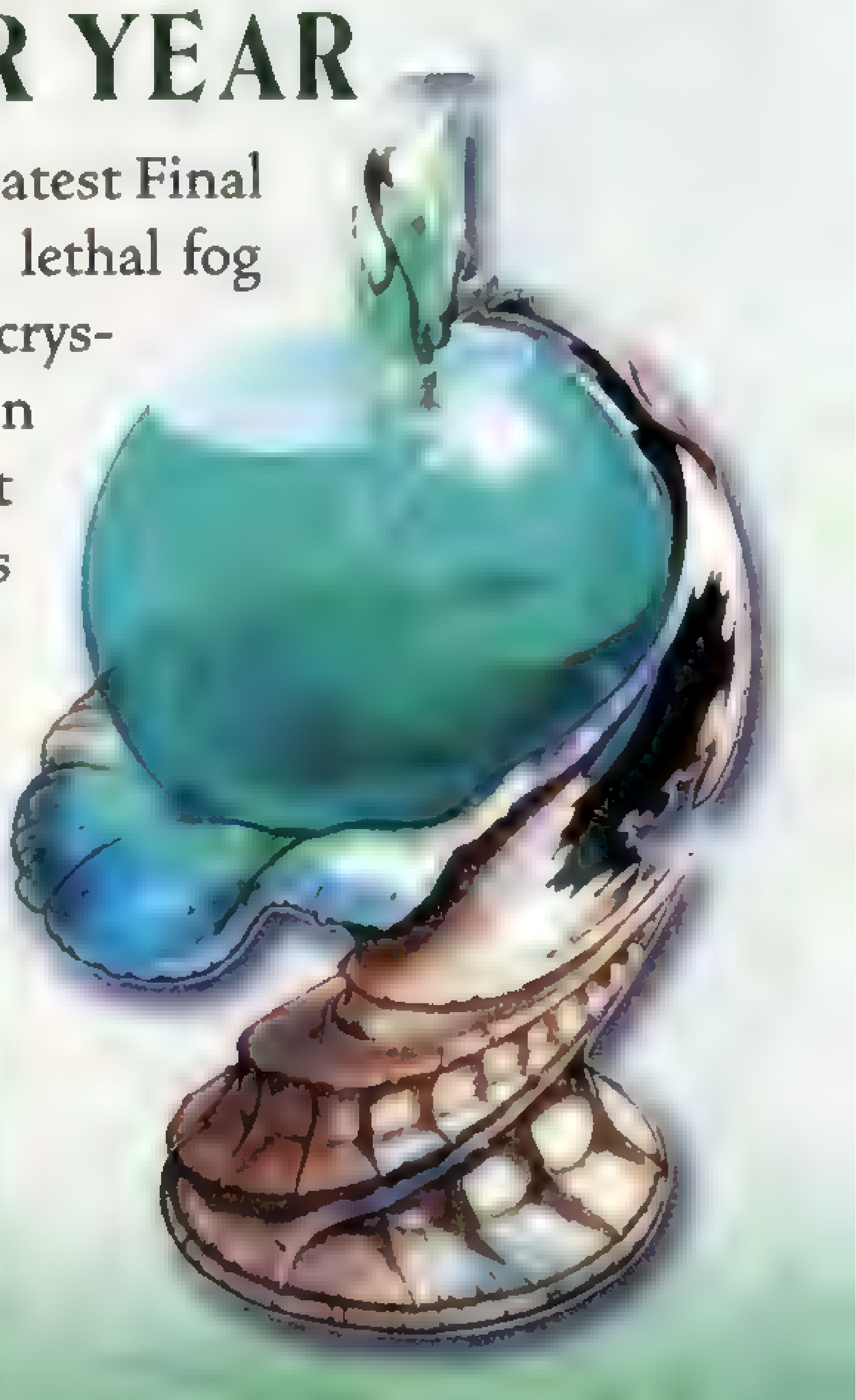
Fans of 2003's big games can breathe a sigh of relief. FFCC won't sweep the Nintendo Power Awards until *next* year. Looking into our crystal ball, we see Square Enix's game giving many other titles a run for their money in the Best RPG, Best Graphics, Best Music, Best Connectivity and Best Multiplayer categories. It could be a massacre. And speaking of massacres, you'll need to focus on strategy—not the game's sheer brilliance—to survive even the first game year in FFCC.





ONE FEAR PER YEAR

Square Enix has covered its latest Final Fantasy world with Miasma, a lethal fog that towns keep at bay with magic crystals. As the local hero, you'll caravan in search of three Myrrh Trees to collect enough dew to keep your village's crystal working for one more year.



SHORT LEASH ON A LONG HAUL

You'll always carry a Crystal Chalice with you to ward off Miasma. If you leave its protective radius, fog will claim your life. The chalice also serves as your Myrrh vessel. When you've tapped three trees, you'll have spent a year on the road.

TEEN
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CONTENT RATED BY ESRB
Fantasy Violence

Developed by SQUARE ENIX CO., LTD. © 2003, 2004 THE GAME DESIGNERS STUDIO, INC. FINAL FANTASY is a registered trademark of SQUARE ENIX CO., LTD. CHARACTER DESIGN/Toshiyuki Itahana. Licensed to Nintendo.

Connect if You Can

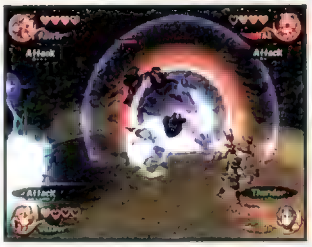
Let's make one thing crystal clear: You don't need to connect a GBA to your GCN to enjoy FFCC's single-player mode, but you will see the game on a whole different level if you do. You will need GBAs for FFCC's amazing multiplayer game.

SINGLE-PLAYER MODE

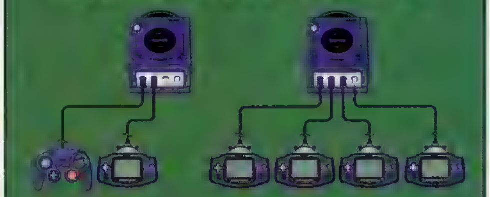
If you play as your town's sole hero, FFCC's spell-combining system changes to accommodate single-player spellcasting. You'll also gain a Moogle sidekick that will lug your chalice for you. If you connect a GBA to the GCN, you'll obtain a GBA radar system from multiplayer mode.

MULTIPLAYER MODE

The multiplayer system turns every game into a dungeon-busting party in which each player uses a GBA to control his character, view personal radar readouts and manage inventory without cluttering the TV screen. Players must also divvy chalice duty and can combine spells on the fly.



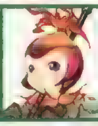
CONNECTIVE GEAR



In single-player mode, you'll use a Controller in Port 1 to control your character. You can also plug a GBA into Port 2 to gain a single-player radar (see page 34). In multiplayer, two to four players can caravan, and each must connect to the GCN with a GBA. Players can join via the same or separate Memory Cards.

Sign Up for a Tribe

When you create a character, you'll need to choose one of four tribes, each with its own starting stats. All tribes can use spells and weapons, though each tribe has a unique weapon type. You can develop your stats any way you choose, but some tribe-specific items will dramatically enhance your tribe's talents.

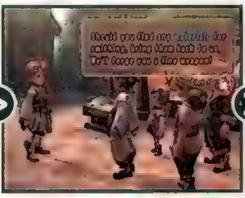
		HEARTS/HP	DEFENSE	STRENGTH	MAGIC	
	CLAVAT	4/8	7	6	13	Clavats start with an advantage in defense and spellcasting, but they aren't great with weapons initially. They wield swords and other blades.
	**LILTY**	4/8	8	8	10	Wee but fierce, Lilties have the best starting stats for combat but can't put as much oomph into spells. Lilties use spears, lances and halberds.
	YUKE	4/8	5	5	15	Yukes have the best magic stats and power up spells quickly. Their strength and defense tend to suffer. Yukes wield hammers in battle.
	SELKIE	4/8	6	7	12	Selkies don't have high strength but can power up the fastest Focus Attacks with their weapons. They strike with mauls, cudgels and rackets.

HOME IS WHERE THE HERD IS

You'll need to choose one of eight family trades to occupy your parents and siblings while you're on the road. When you return home, you can get trade-specific items from your family. Consider starting eight characters to cram your town with every item-gaining opportunity possible.

Blacksmith
Miller
Tailor
Fisherman
Farmer
Merchant
Rancher
Alchemist

When you create your character, you'll select one of eight family trades. Which one you choose can have a big impact on your inventory over time.



Your family will ask you to send gifts in your letters from afar. If you send back items that pertain to the family trade, you'll get a big payoff in due time.

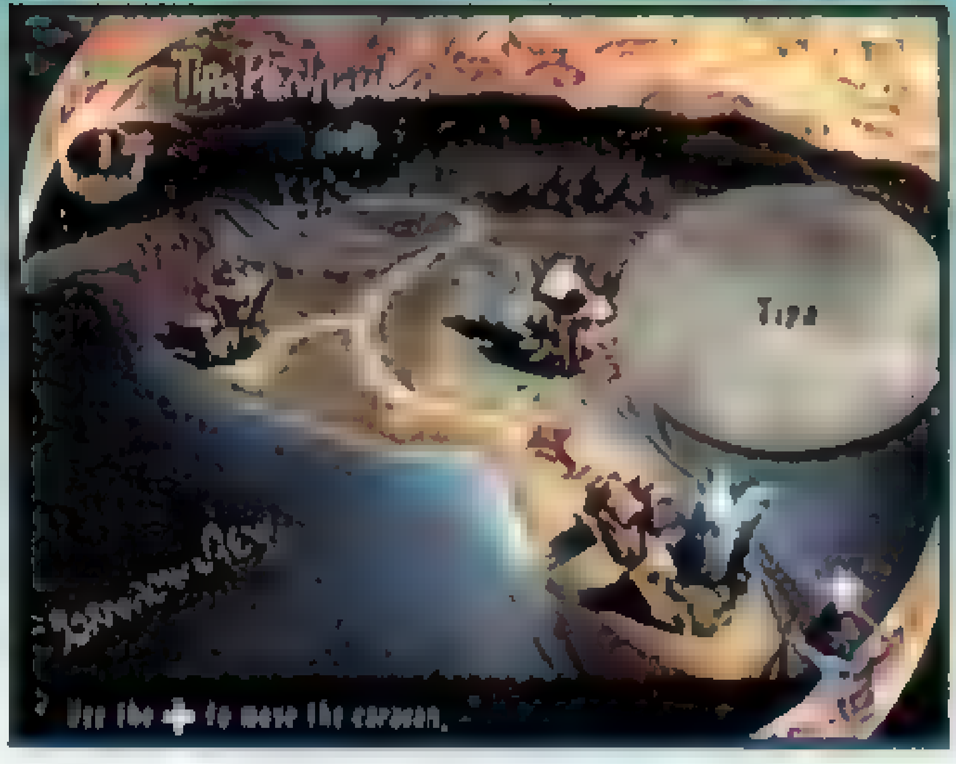
Craft
Cancel

You won't find many towns or tradespeople on your journey. Visit your family (and other families in your town) for rare opportunities to trade.

TRADES

- ALCHEMIST
- BLACKSMITH
- FARMER
- FISHERMAN
- MERCHANT
- MILLER
- RANCHER
- TAILOR

As the World Turns



After you leave your town, you'll travel the world map in search of areas that have a Myrrh Tree. After you beat each area's boss, you'll get a drop of Myrrh, plus some essential extras. You can return to an area for treasure and artifacts, but you must wait several years for a tree to replenish its Myrrh before you can harvest it again.

GAME FLOW

- *1st* CREATE A PARTY
- *2nd* TRAVEL THE MAP
- *3rd* PILLAGE AN AREA
- *4th* BEAT THE BOSS
- *5th* GAIN MYRRH
- *6th* GET YOUR BONUS

CREATE A PARTY

To set off on a quest, you and other players must choose one of the eight caravanners in your town. In a multiplayer game, players can import characters from Memory Cards.

BEAT THE BOSS

You can't tap a Myrrh Tree until you've defeated its boss. When you return to an area to harvest replenished Myrrh, you'll find its monsters and boss much harder to defeat.

TRAVEL THE MAP

You must direct your carvan wagon around the map in search of three trees that are green and ready for harvest. After you top off your chalice, you'll go straight home to end a year.

GAIN MYRRH

Once you have the tree's Myrrh, you'll receive a letter from friends or family. It might contain a useful item. Always send back a great gift in your reply.

PILLAGE AN AREA

Each area that has a tree is filled with monsters. Plunder thoroughly and abide by your bonus condition (see page 36) to cause the boss to drop better stat-boosting artifacts.

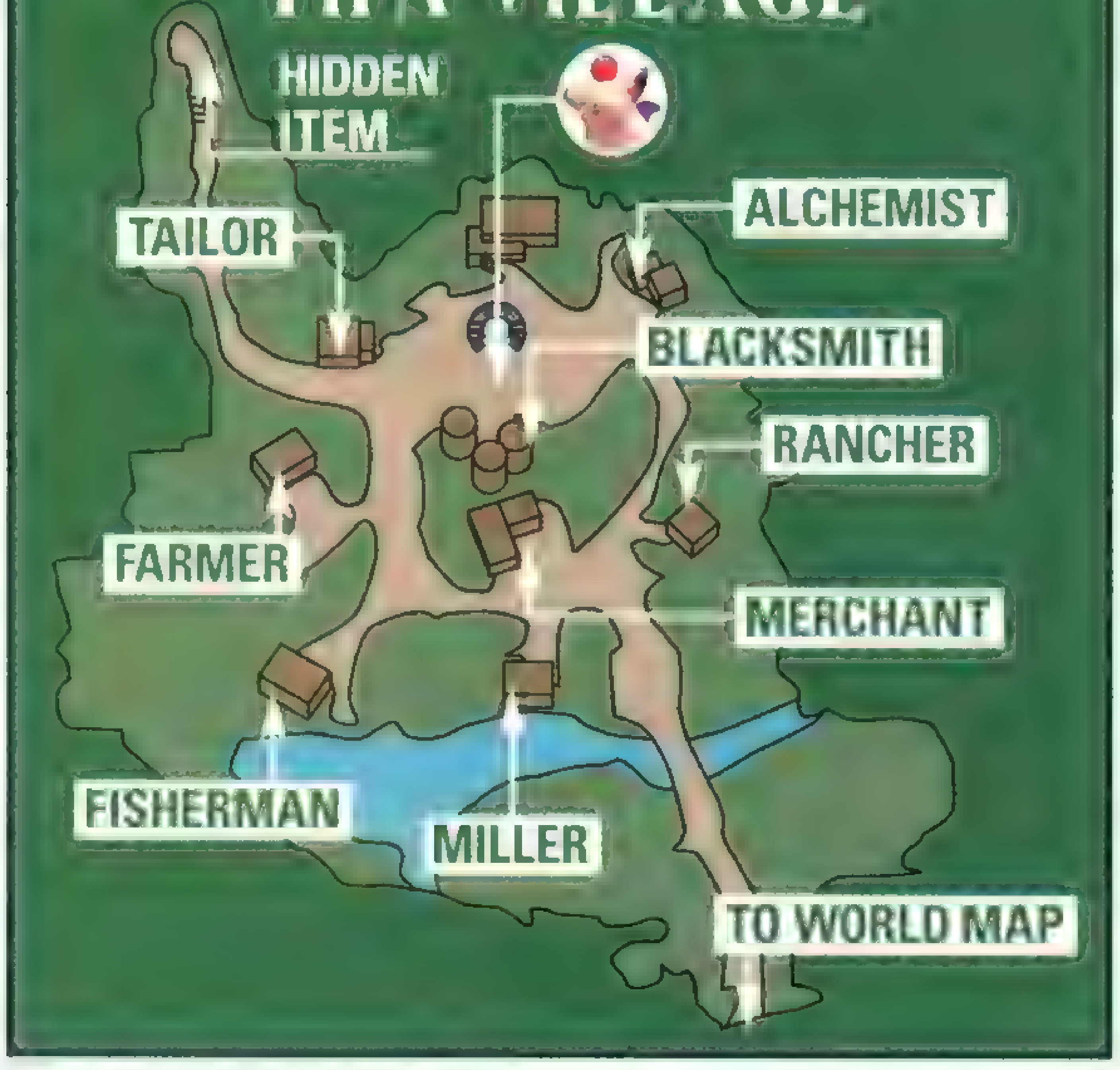
GET YOUR BONUS

Before you return to the map, you must leave behind all spellcasting Magicite and stat-boosting artifacts that you've acquired from the area and its boss—except one, your bonus.

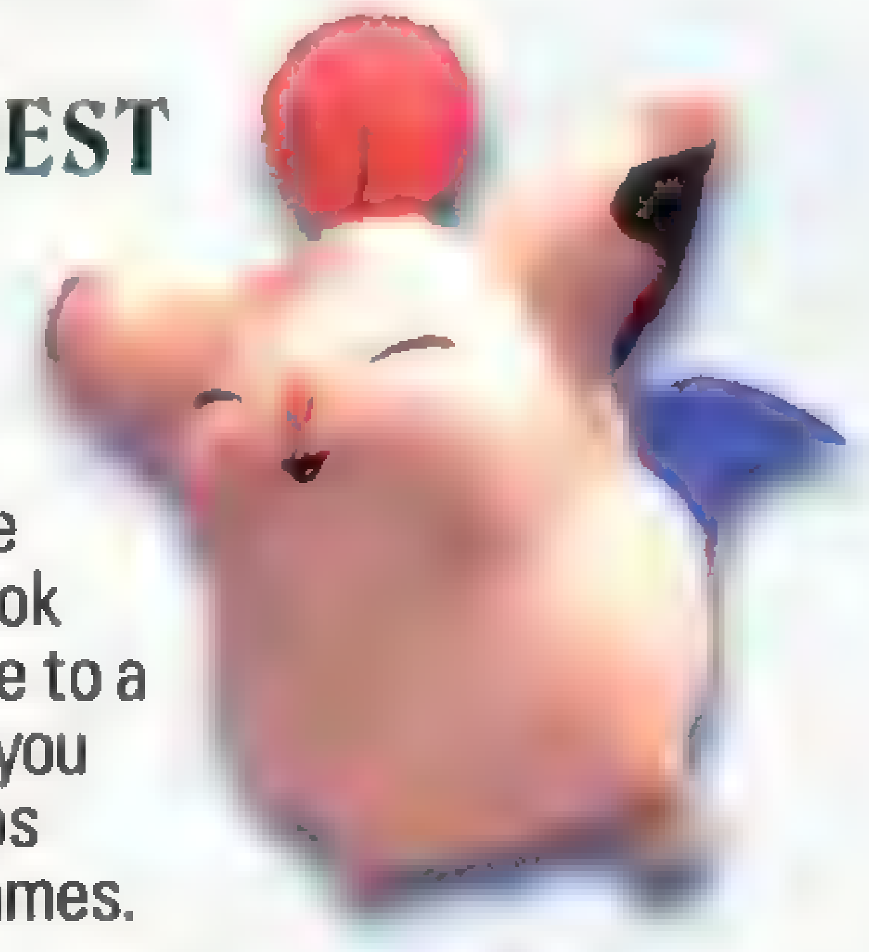
Tipa Peninsula

Your hometown at the tip of Tipa Peninsula has only eight houses, each slated for a unique trade. For each character you create on your Memory Card, you'll fill a house with family members who practice the specific trade. Pack your village with families to transform your hometown into a strong support system.

TIPA VILLAGE



MOOGLE NEST

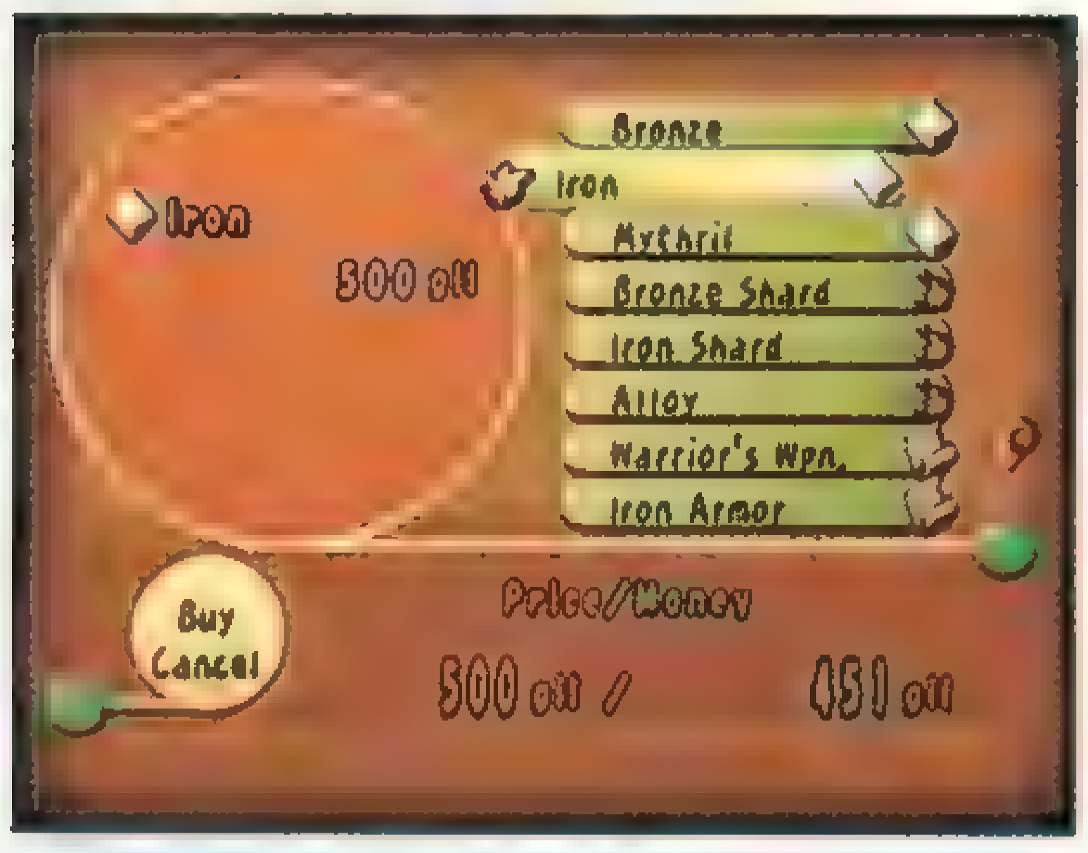


Most areas and towns have a hidden Moogle Nest. When you sidle up to a spot and see the Examine icon appear, look closely for the entrance to a Moogle Nest, in which you can get the Mog Stamps that unlock GBA minigames.

PAINTING MOG FOR FUN AND PROFIT

You can paint your single-player Moogle each time you visit a nest. Mog will cast spells, and its color determines the spell it's likely to cast—Fire (red), Blizzard (blue) or Thunder (green)—and also decides your GBA radar—Terrain (none), Monster (red), Treasure (blue) or Scouter (green). The latter reveals monster stats.

BUY MATERIALS



Hometown shops can provide important support in the early years of your quest. Some shops sell rations; others sell materials and item-design scrolls that you'll need before a blacksmith can make items for you.

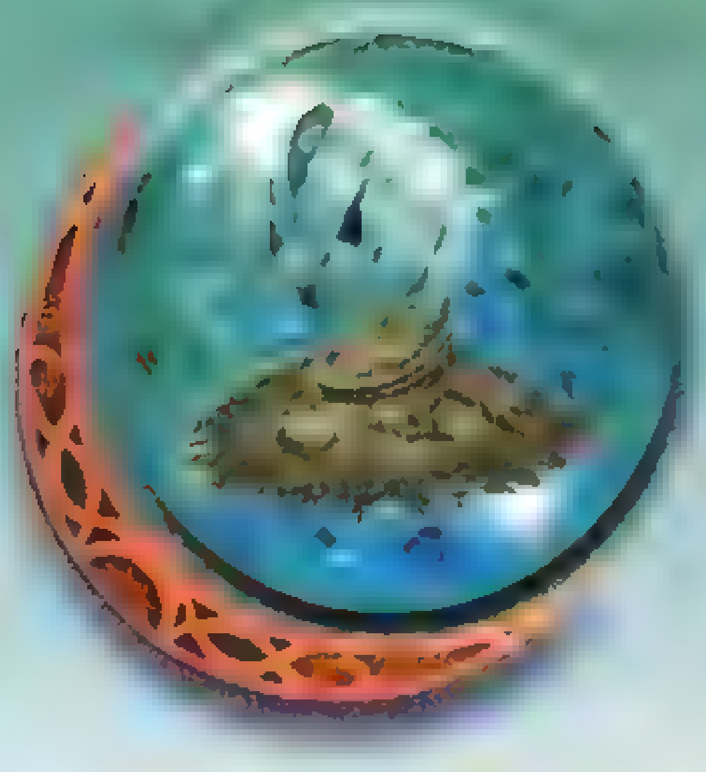
COMMISSION CREATION

Hello! You're looking at the best blacksmith in town! Let me make weapons for you!

You can't purchase weapons, armor and accessories directly from blacksmiths. If you have a design scroll, a smith can tell you what materials he'll need. Bring him the components and required cash—then he'll make them.

SCAVENGING THE WILD FOR MATERIALS

When you pillage dangerous areas and defeat monsters, they'll sometimes drop the metal you need for basic weapons and armor. Many magical weapons require more unusual ingredients from the monsters themselves, such as the Worm Antenna and Chimera's Horn.

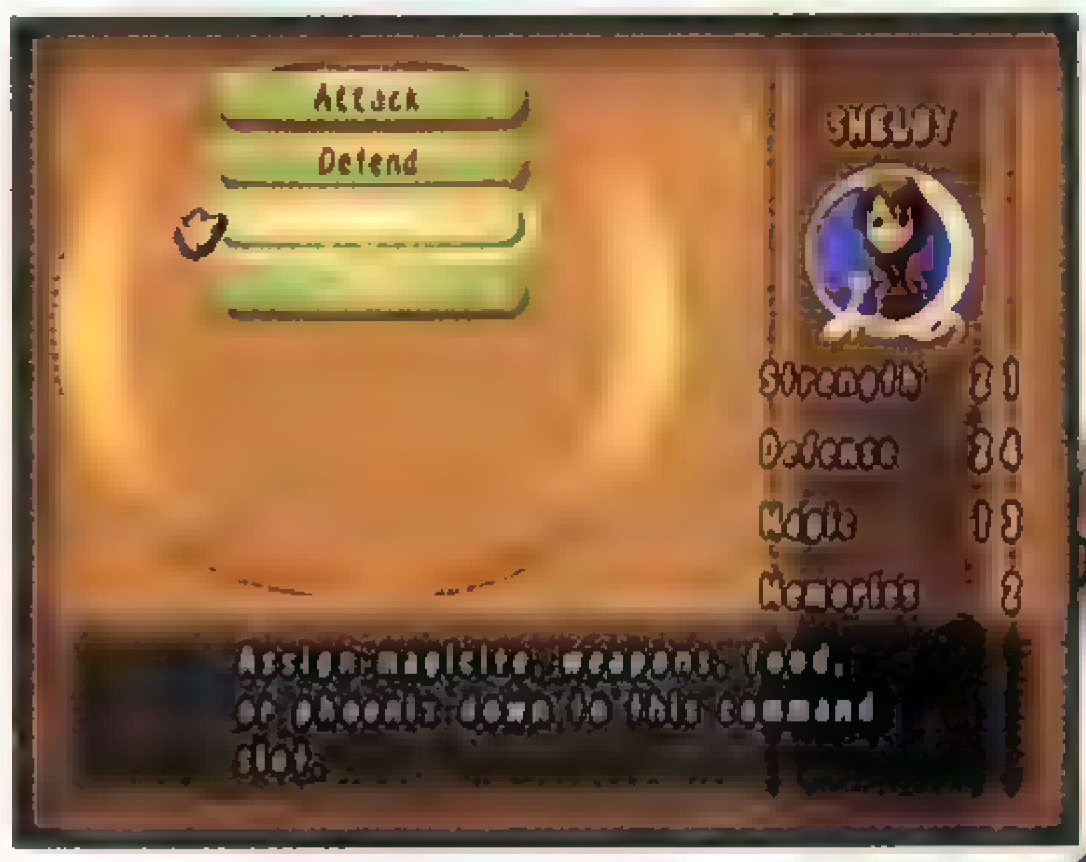


The Battle System

Square Enix has created one of the most innovative battle systems ever seen in a Final Fantasy game—one that handles well in single-player mode via your GCN Controller and in multiplayer mode through two to four GBAs that serve double duty as Controller and radar.

THE COMMAND LIST

The battle system allows you to program weapon and spellcasting moves into its command list. In single-player mode, you'll stop the game and see the command list on your TV. In multiplayer mode, you'll see your private list on your GBA—but your friends will battle on while you tinker with your commands.

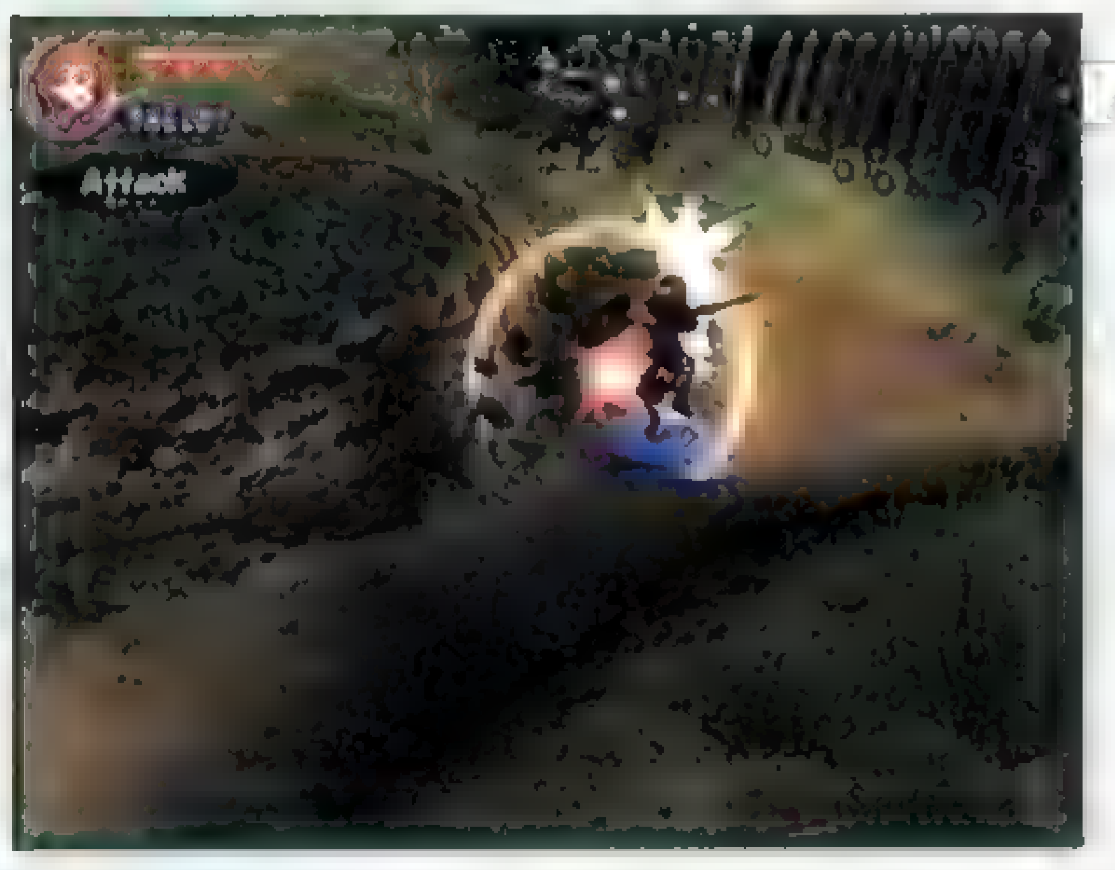


Assign magicite, weapons, food, or phoenix down to this command slot.

BRANDISHING WEAPONS

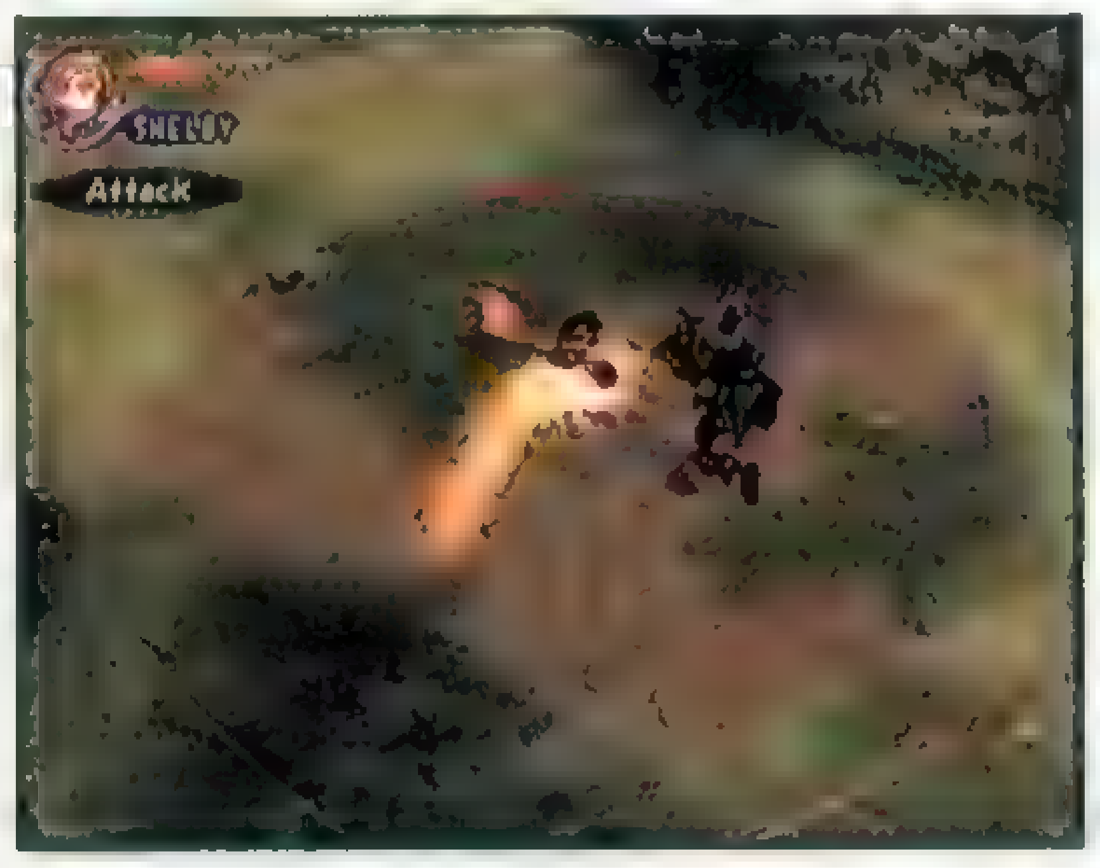
During battles, you can use L and R (on the GCN or GBA) to cycle through your commands on the fly. To use your main weapon, cycle to the permanently set Attack command then press A to strike quickly—or to access combo attacks or Focus Attacks.

BASIC ATTACKS



If you press A, you'll lash out with your primary weapon. Press it three times (with a slight pause between each press) to deliver a combo. To use secondary weapons, assign each to command list slots.

FOCUS ATTACKS

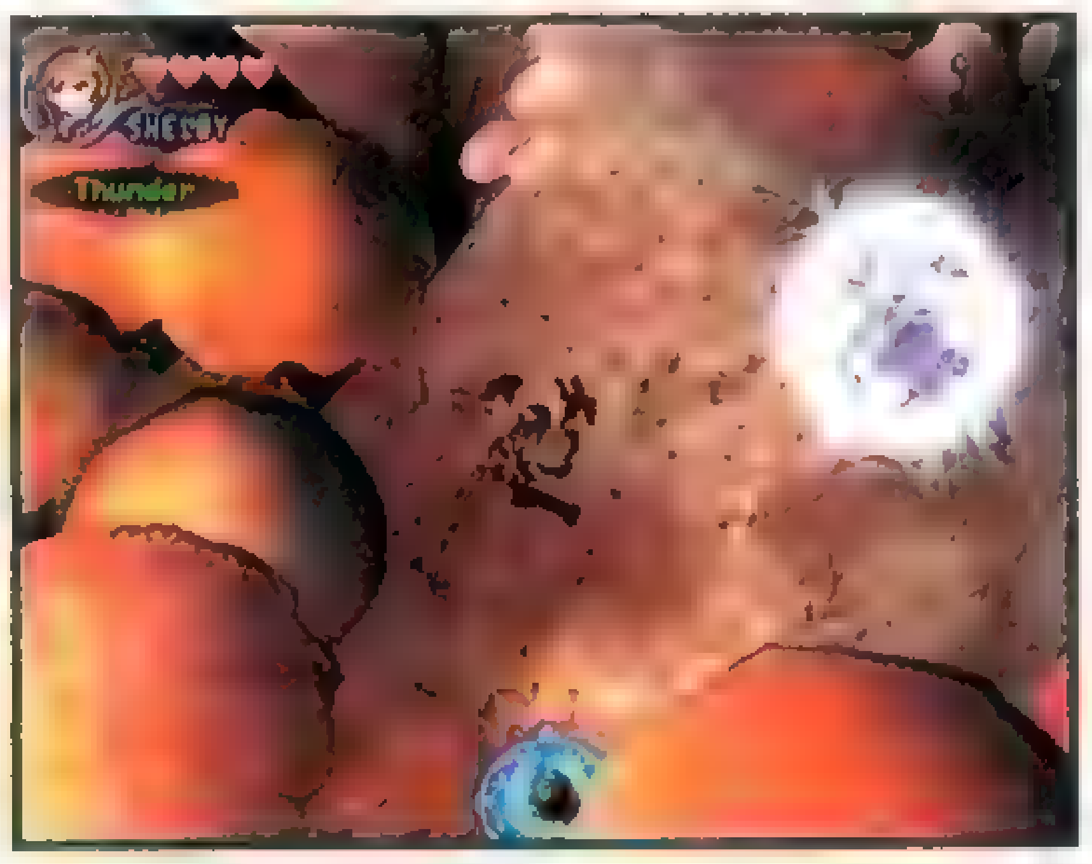


If you press and hold A, you'll freeze in place and shift control to a targeting reticule. You can position it anywhere within a small radius, then release a powerful strike by releasing A once your move is charged.

BASIC SPELLCASTING

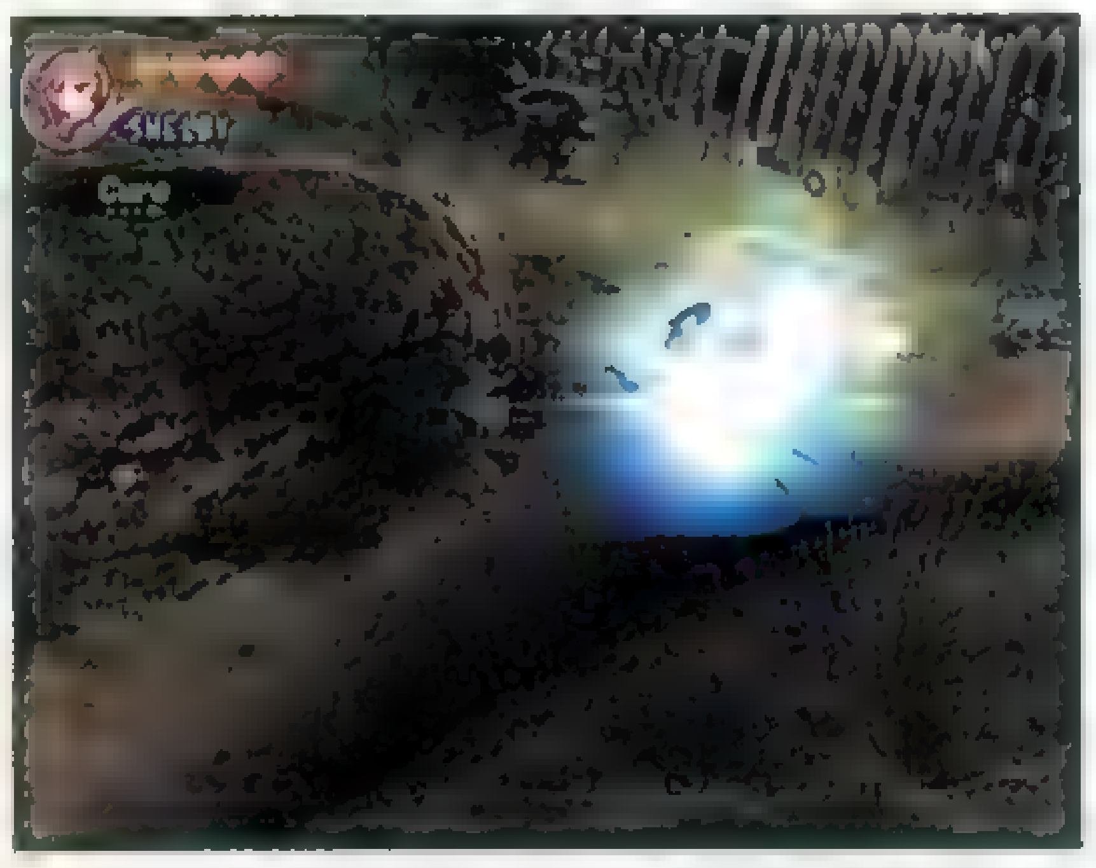
To prep your command list, assign one of the six simple spells—each contained in a Magicite stone—to a command list slot, then cycle through your commands during battle. Press A to stop in place and power up. Release A to unleash the charged-up spell.

OFFENSIVE MAGIC



Spellcasting uses a target-and-charge system similar to the Focus Attack. With offensive spells, after your spell is charged up you'll unleash your magical fury on the spot you've targeted.

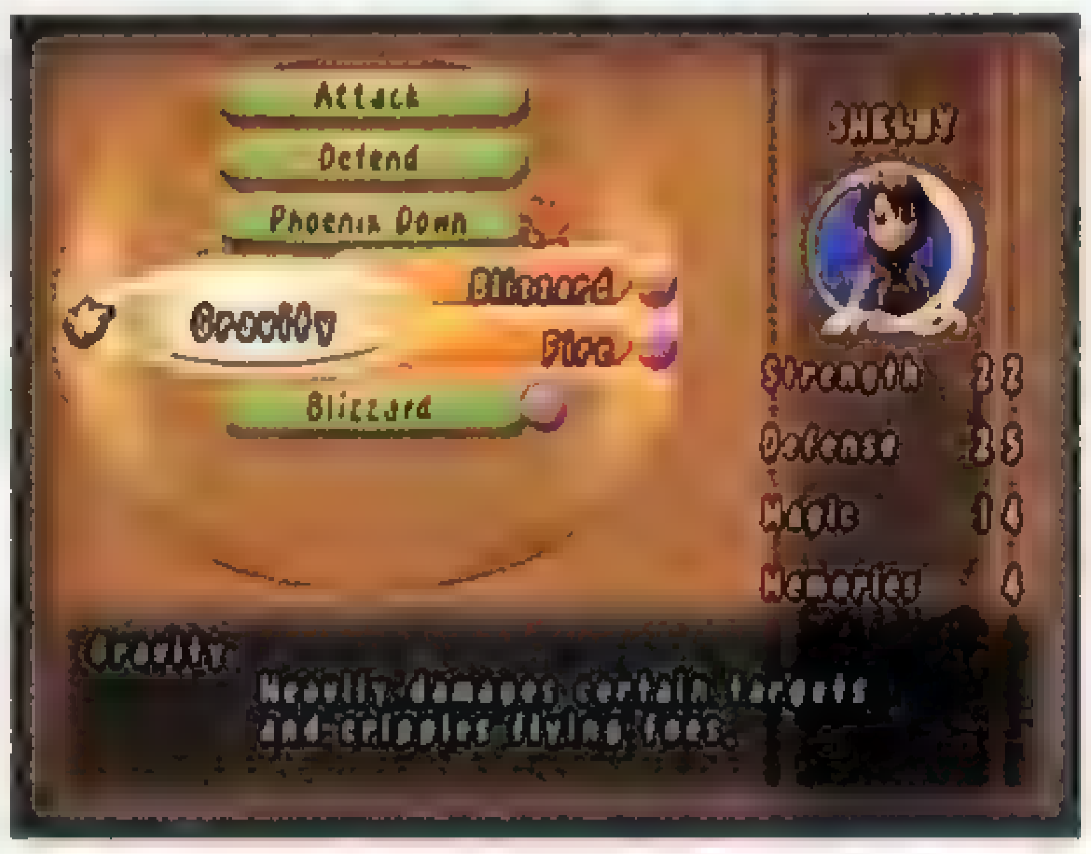
HEALING MAGIC



You can use health-replenishing Cure and status-purging Clear on yourself or multiplayer comrades. Life revives fallen friends from a ghostly tag-along state. Sadly, there's no way to cast it on yourself if you've passed.

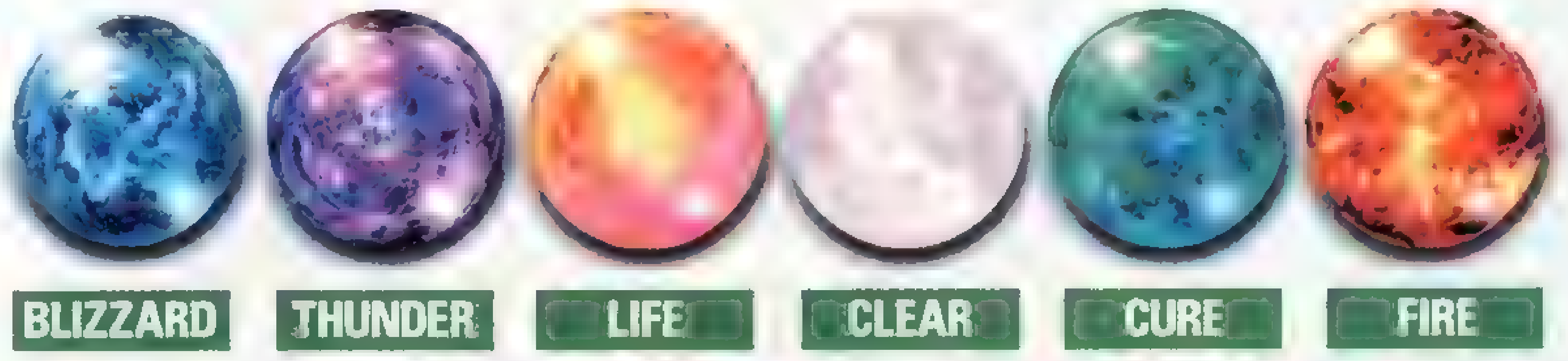
17 SPELLS, SIX COMPONENTS

Final Fantasy fans will wield familiar spells like sky-frying Firaga and undead-cleansing Holy. Conjuring them requires a whole new method, however. You'll combine the Magicite stones for the basic spells to cast amped-up or new effects. To cast one of the basic spells, you'll need to assign its Magicite to a command list slot. If you want to crank up a spell's power, place another of the same Magicite beside the first. To create new spells like Haste, you'll need to toy with varying stones and their order in the command list.



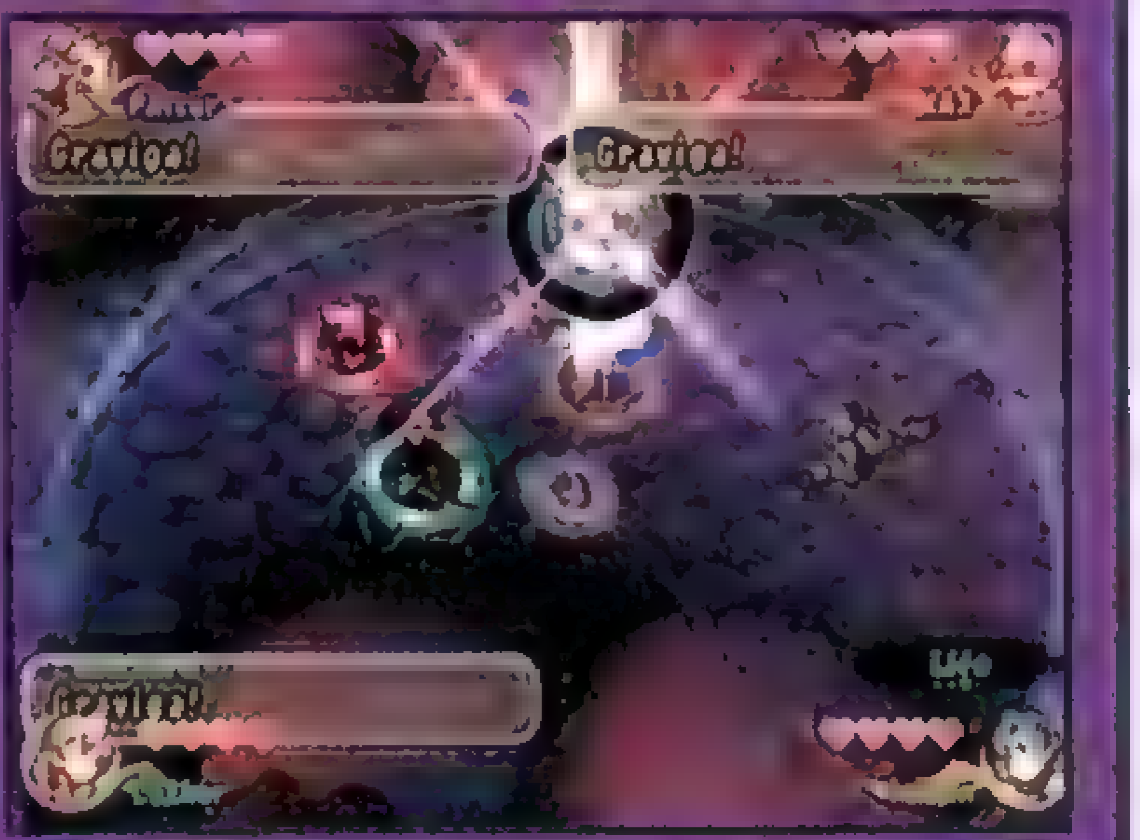
Gravity
Heavily damages certain targets and cripples flying foes.

When you place two compatible stones in the correct order, you can access a Fuse option. You can also combine a fused spell with a third.



38 MULTIPLAYER SPELLS

In multiplayer mode, you can't fuse spells in the command list—instead you must cast a basic spell on the same spot as others do. The system results in multiplayer-exclusive spells like the area-affecting Hastega and can push elemental effects to insane levels, as with the Thundaga +2 spell.



To fuse a certain spell, players must cast basic components on the same spot and in a specific order with specific timing.

River Belle Path

The Goblin-infested river near your home is your first stop for its Myrrh *and* its magical Hot Spots. You'll soon need to cross the lethal Miasma Stream that divides Tipa Peninsula from the rest of the world. Your chalice will protect you if it's tuned to the correct element. The Hot Spots in River Belle Path can help.

River Belle Path

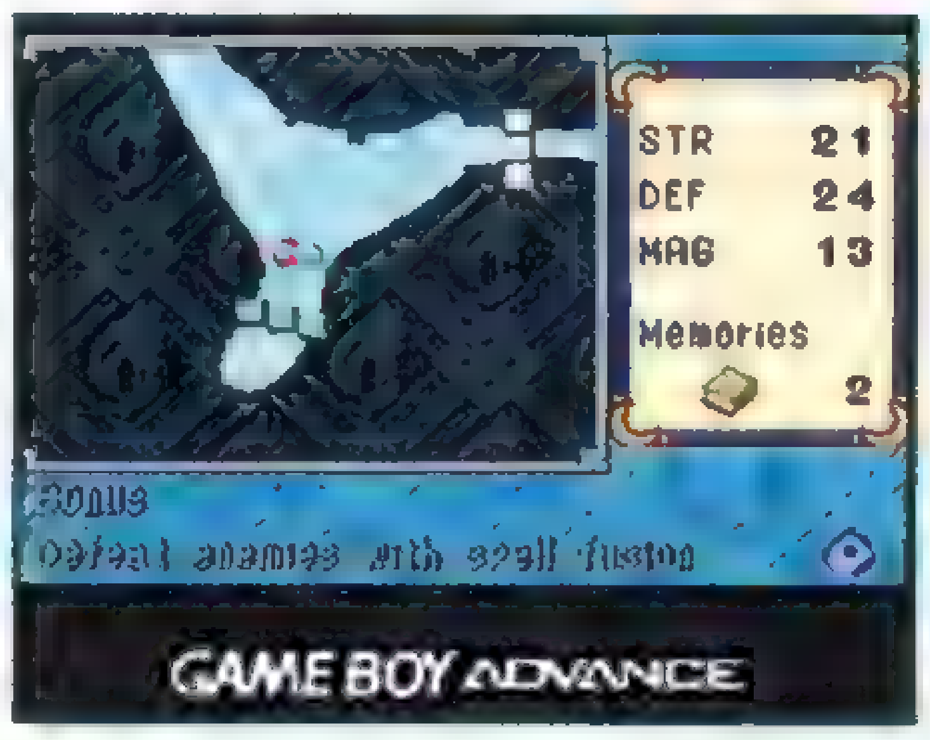
MONSTER STATS

Depending on the number of players and the Myrrh cycle, a creature's HP will be boosted by a multiplier.

	1 player	2 players	3 players	4 players
CYCLE 1	—	x1.25	x1.50	x1.75
CYCLE 2	x1.50	x1.875	x2.25	x2.625
CYCLE 3	x2.50	x3.125	x3.75	x4.375

STAT-BOOSTING BONUS

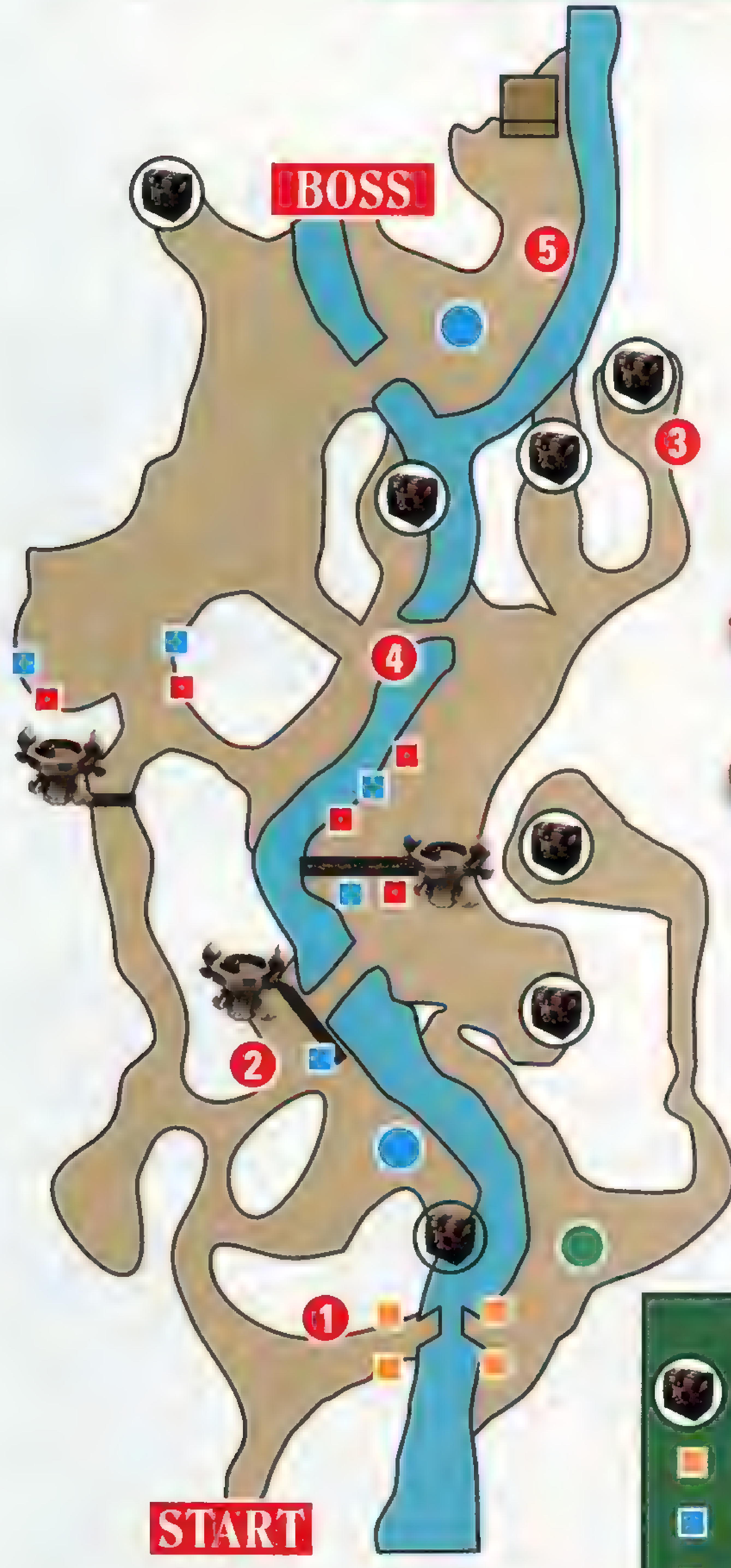
The boss will drop four great stat-boosting artifacts, which tend to be more powerful if you satisfy your bonus condition with flying colors—find out what the condition is with your GBA radar.



STR 21
DEF 24
MAG 13
Memories 2
Bonus
Defeat enemies with spell fusion

DIVIDE THE SPOILS

You can walk off with only one artifact no matter what, but at least in a single-player game you have your pick of the mix! In a multiplayer party, the hero with the most bonus points gets first dibs. The artifacts tend to be superior, however.



MAP KEY

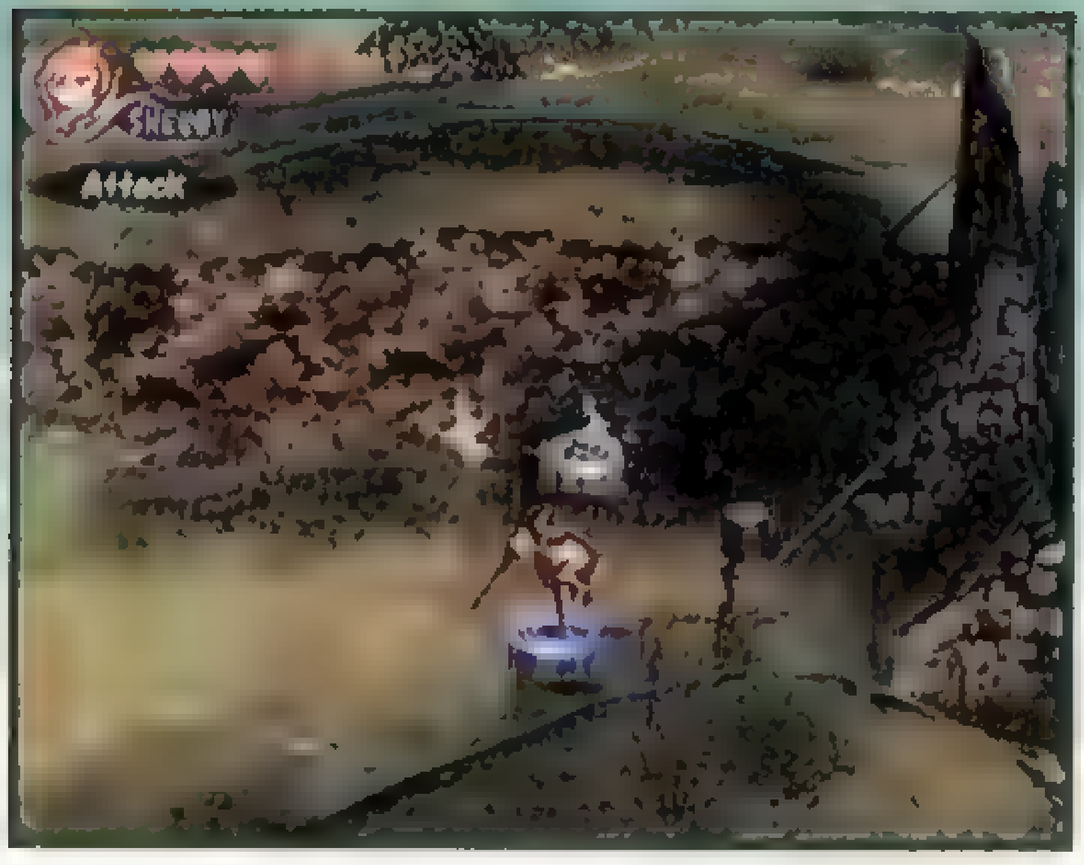
- TREASURE CHEST
- 🟧 SWITCH
- 🟦 WATER URN
- 🟥 OIL URN
- KEY PEDESTAL
- 🔵 HOT SPOT (WATER)
- ○ HOT SPOT (WIND)

MONSTERS

The foes that appear depend on which Myrrh cycle you're on.

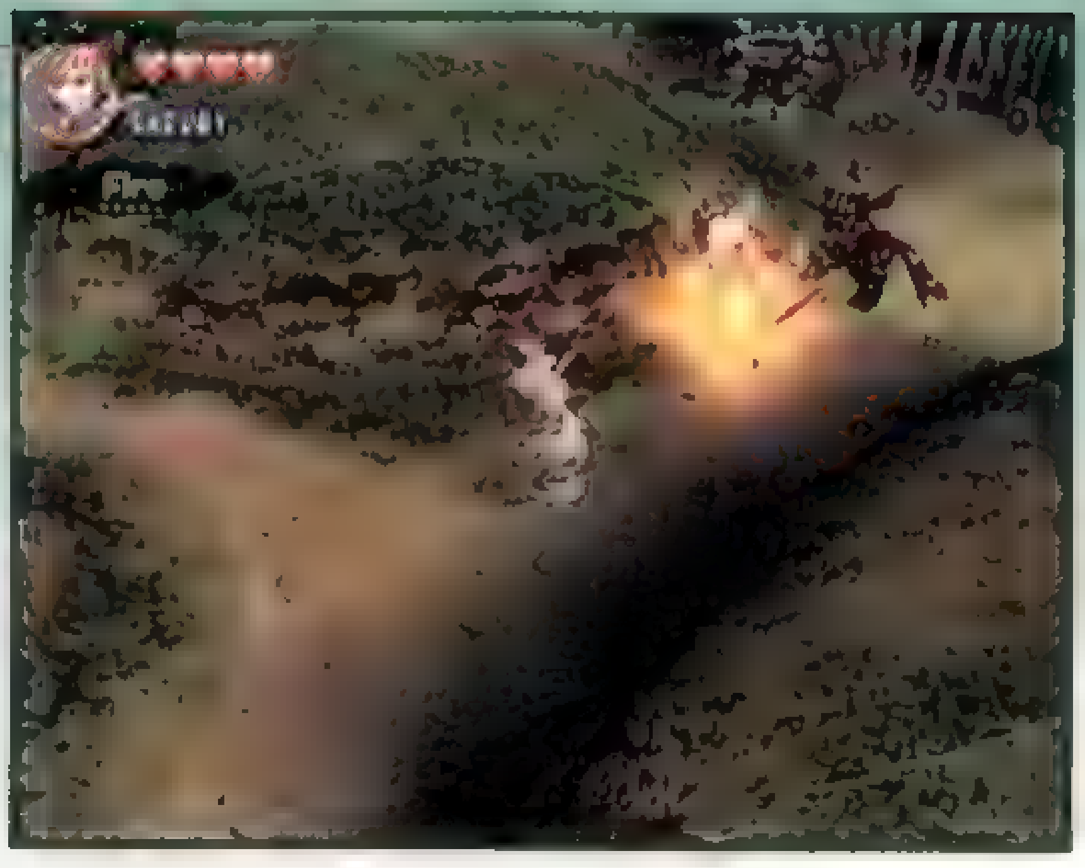
	Monster	HP	Cycles	Resistant to	Vulnerable to
	DARK HEDGEHOG	HP: 15	CYCLE: 3	–	HOLY
	GOBLIN	HP: 12	CYCLES: ALL	–	FIRE, LIGHTNING
	GOBLIN (MACE)	HP: 18	CYCLES: 3	–	FIRE, LIGHTNING
	GOBLIN (SPEAR)	HP: 15	CYCLES: 2 & 3	–	FIRE, LIGHTNING
	GOBLIN CHIEFTAIN	HP: 24	CYCLES: ALL	–	FIRE
	GOBLIN MAGE	HP: 12	CYCLES: 2 & 3	–	FIRE, LIGHTNING
	GRIFFIN	HP: 32	CYCLES: 2 & 3	–	FIRE
	HEDGEHOG PIE	HP: 12	CYCLES: 1 & 2	–	FIRE, ICE, LIGHTNING
	MU	HP: 10	CYCLES: ALL	–	FIRE, ICE
	STONE HEDGEHOG	HP: 8	CYCLES: 2 & 3	FIRE, ICE, LIGHTNING	GRAVITY

❶ THE DRAWBRIDGE



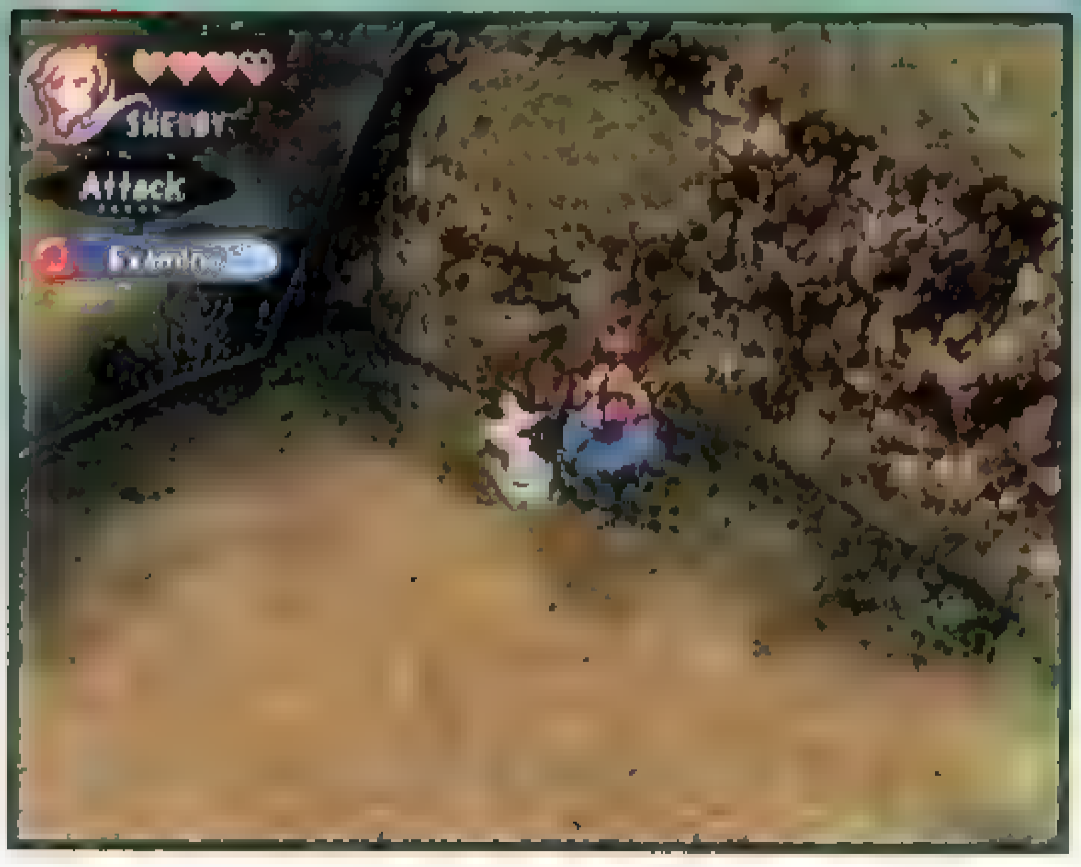
You can lower half of the drawbridge by weighing down the two pads. Drop the chalice on one pad; stand on the other. When you reach the opposite side of the bridge, use the same trick to lower the bridge's other half.

❷ KEY PEDESTAL



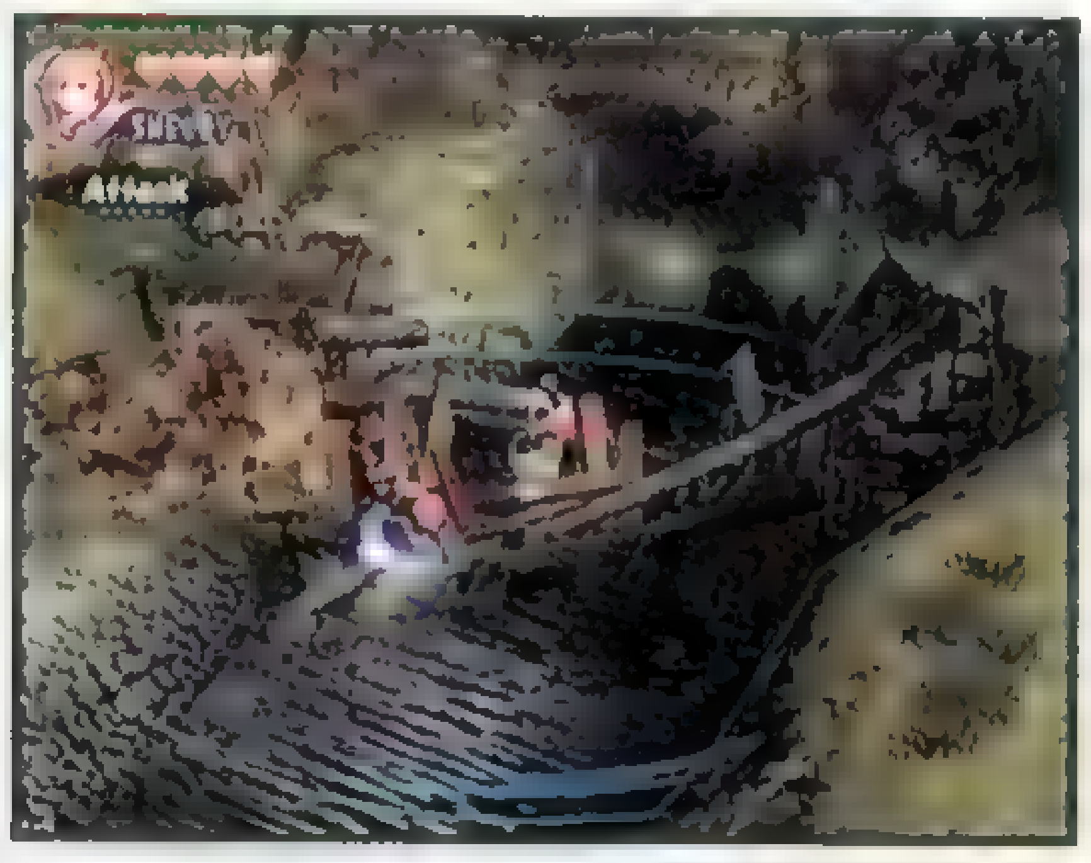
FFCC's areas are often blocked with gates that you must open by dropping a disclike key into a pedestal. Bash nearby enemies until one drops the key, then lug it over to the pedestal and drop it in.

❸ MOOGLE NEST



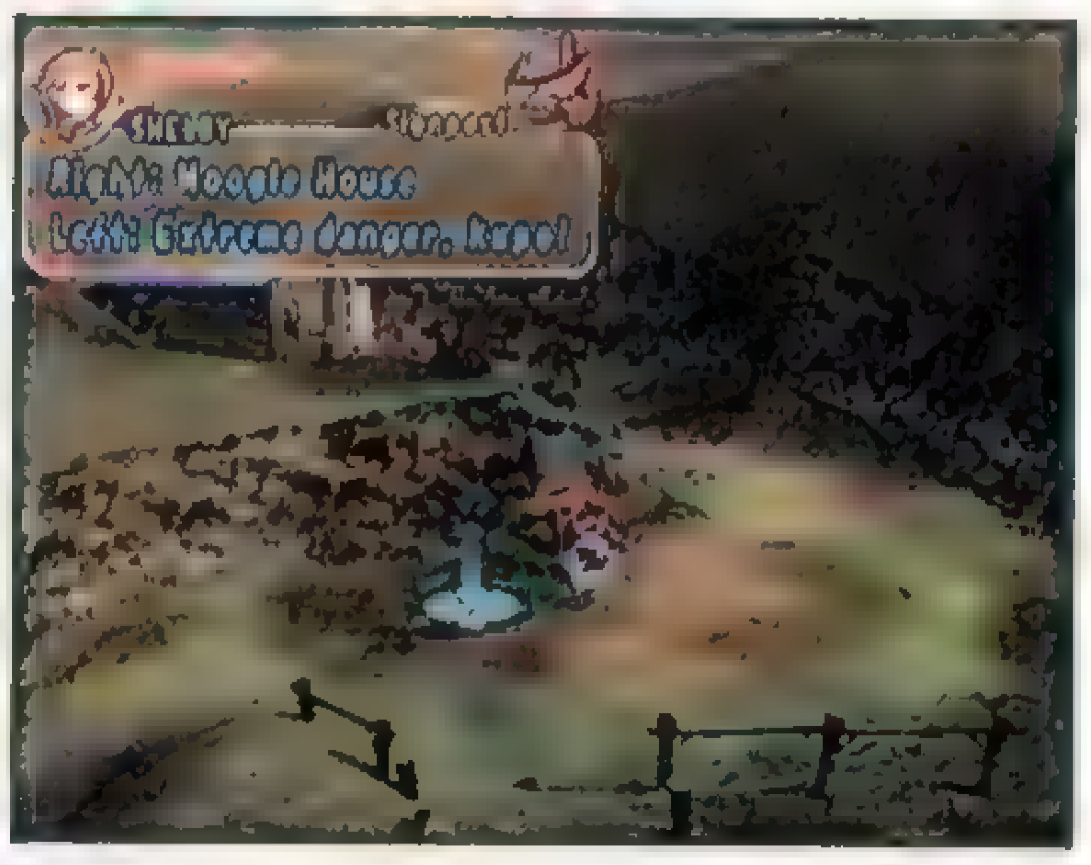
Most areas have one Moogle Nest, and they're often well hidden in monster-plagued zones. Approach the northeastern hill until you see the Examine option appear on the screen. You've found the nest.

❹ THE FALLEN BRIDGE



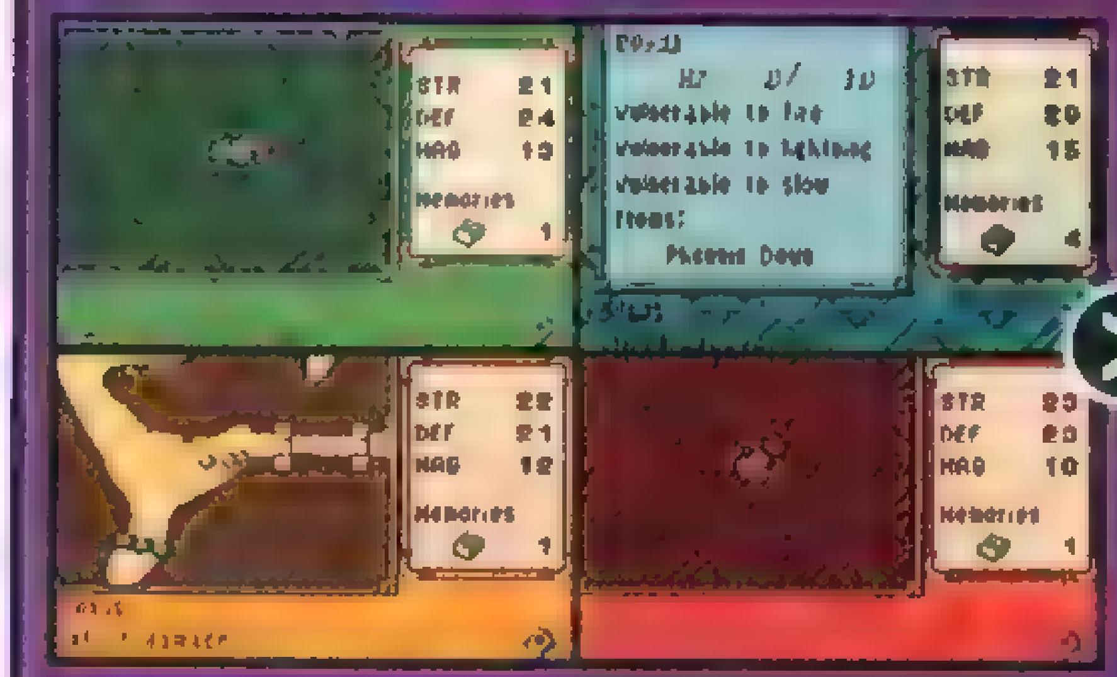
Don't lose hope when you come to the collapsed bridge. You can still push forward over the fallen structure, though you'll climb downward to the opposite shore.

❺ WATER HOT SPOT



Before you surge onward to the boss, change your chalice's element to water by putting it onto the blue Hot Spot's spindle. It's key to getting past the peninsula's Miasma Stream.

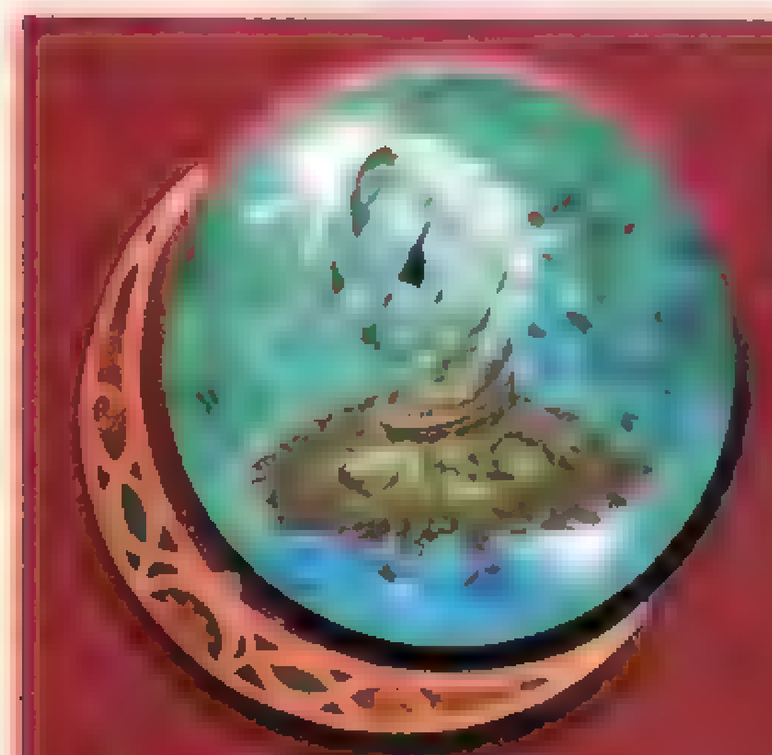
MP RADAR SPECIALIZATION



Each player will get a random radar display that shows unique info, such as monster or treasure locations.

Cure
Attack
Drop
Attack
Attack

All players should pipe in with whatever they're seeing on their radar to protect the team along the path to every reward.



Giant Crab

The overstuffed crab at the end of River Belle Path scuttles away from you if you approach, because it likes to strike with medium-range attacks. Try to run behind the crab, then strike it with Fire, Blizzard and Holy spells to do the most damage. The Giant Crab is immune to Thunder spells.

SOLE SURVIVAL

Shelby
Attack

If you're going it alone against the Giant Crab, you'll need to fuse your own spells to create the big 'uns that'll bring down the crustacean. Chances are that you'll have the components for Blizzaga—use it.

MP PARTY CRAB *NP*

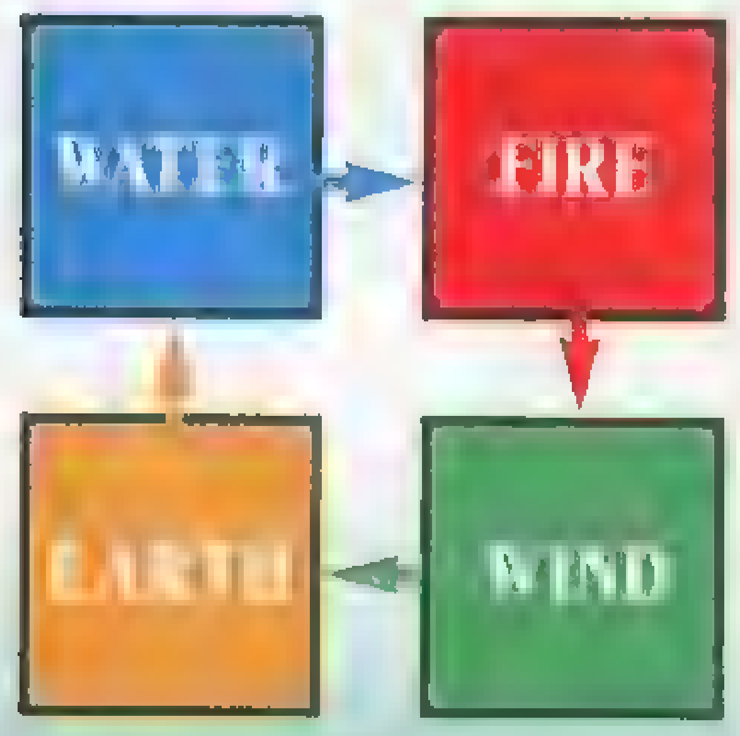
Attack
Attack
Attack
Thunder

You'll have a big advantage if you take on the boss with others. Split up to distract the crab. One player can whack it to get its attention while the others combine spells and assault it from the rear.

CYCLES 2 & 3

When you return to River Belle Path for its second Myrrh cycle, the crab won't change its attacks much. But during the third cycle, the Giant Crab will summon Thundaga to electrify the field.

WRAPPING UP, HEADING OUT



After you crack the crab, you'll earn Myrrh, plus your choice of artifacts. If you tuned your chalice to the water element, you can cross the Miasma Stream and head to the Iron Mine Downs region. Note: The stream changes annually, so consult the flowchart to predict its future element.

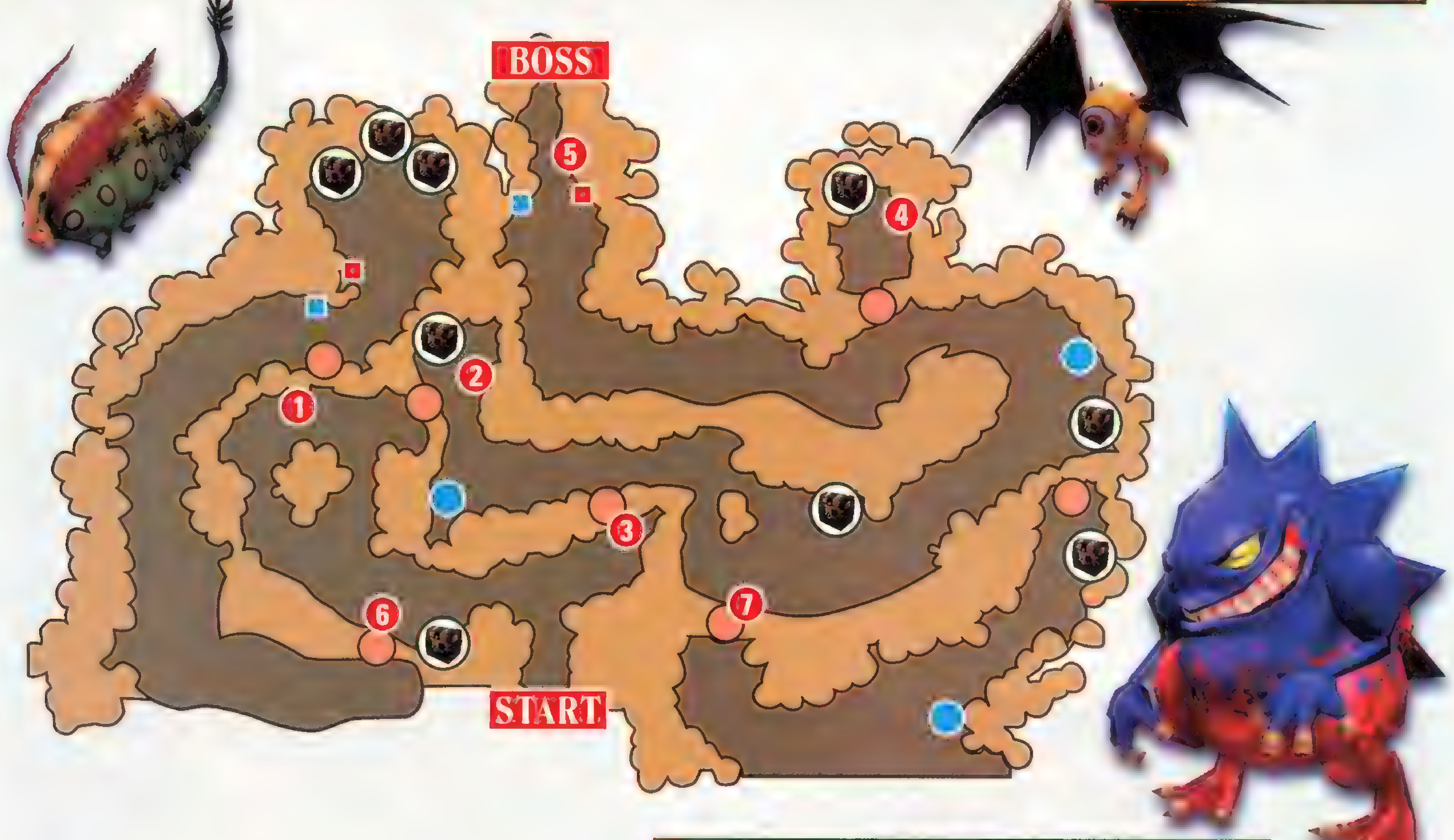
Moogle Pocket
Gain another command slot.

Shelby
Attack
Drop

Mushroom Forest

The Mushroom Forest is an organic nightmare that changes over time. When you enter later for the forest's second and third Myrrh tree cycles, walkways grow shut while mushrooms that provide new passage pop up. In your first Myrrh run, however, you'll have a clear (though winding) path to the Malboro boss.

Mushroom Forest



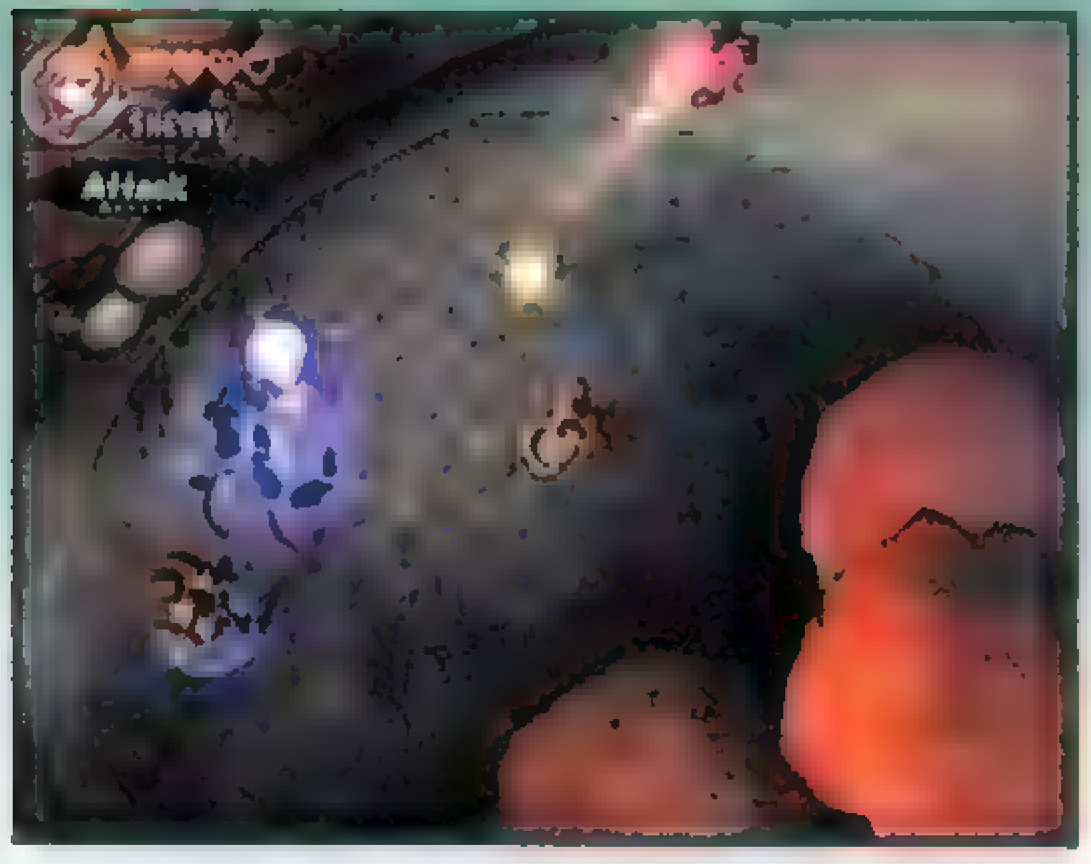
MAP KEY

- ● TREASURE CHEST
- 🟥 WATER URN
- 🟦 OIL URN
- ● MUSHROOM PASSAGE
- ● HOT SPOT (WATER)

MONSTERS

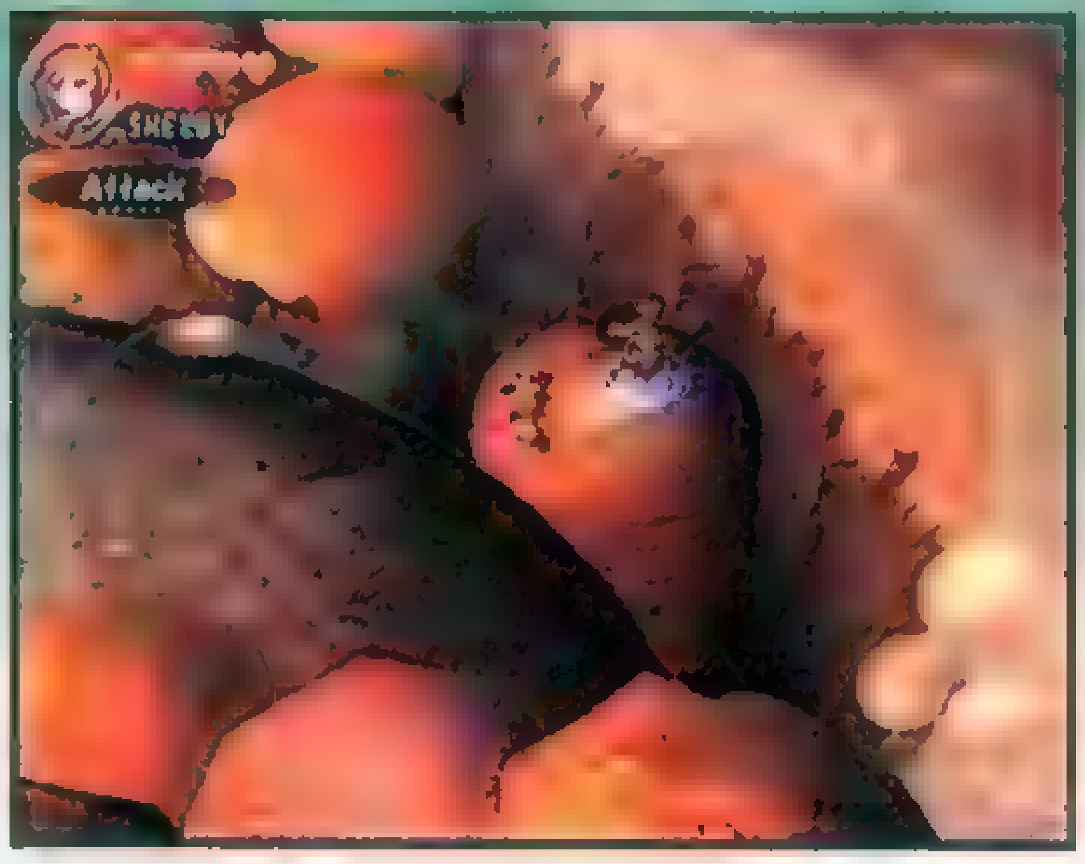
	AHRIMAN	HP: 10	CYCLES: ALL	RESISTANT TO: –	VULNERABLE TO: GRAVITY, FIRE
	CARRION WORM	HP: 24	CYCLE: 3	RESISTANT TO: LIGHTNING	VULNERABLE TO: FIRE
	DARK HEDGEHOG	HP: 15	CYCLE: 3	RESISTANT TO: –	VULNERABLE TO: HOLY
	GREMLIN	HP: 12	CYCLES: ALL	RESISTANT TO: –	VULNERABLE TO: ICE
	HEDGEHOG PIE	HP: 12	CYCLES: ALL	RESISTANT TO: –	VULNERABLE TO: ICE, LIGHTNING
	HELL PLANT	HP: 18	CYCLES: ALL	RESISTANT TO: –	VULNERABLE TO: FIRE
	ICE AHRIMAN	HP: 20	CYCLES: 2 & 3	RESISTANT TO: ICE	VULNERABLE TO: GRAVITY, FIRE
	OCHU	HP: 40	CYCLES: 2 & 3	RESISTANT TO: –	VULNERABLE TO: FIRE
	STONE HEDGEHOG	HP: 8	CYCLE: 3	RESISTANT TO: FIRE, ICE, LIGHTNING	VULNERABLE TO: GRAVITY
	STONE PLANT	HP: 8	CYCLES: 2 & 3	RESISTANT TO: FIRE/COLD/LIGHTNING	VULNERABLE TO: GRAVITY
	TINY WORM	HP: 12	CYCLES: ALL	RESISTANT TO: LIGHTNING	VULNERABLE TO: FIRE

❶ DIABOLICAL PLANTS



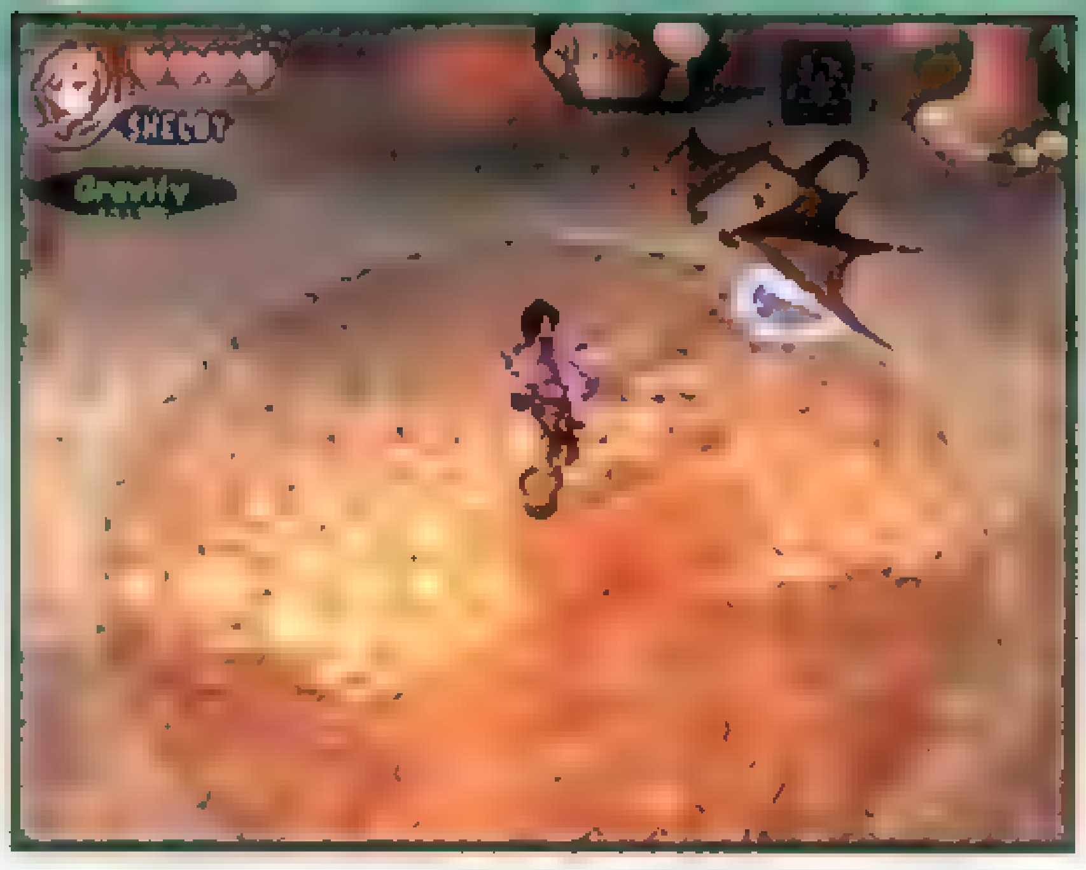
The Hell Plants don't move, but the turretlike flora can be a pain, especially when you're caught in Hell Plant crossfire. The plants are weak against Fire, so roast them.

❷ MUSHROOM SPRING



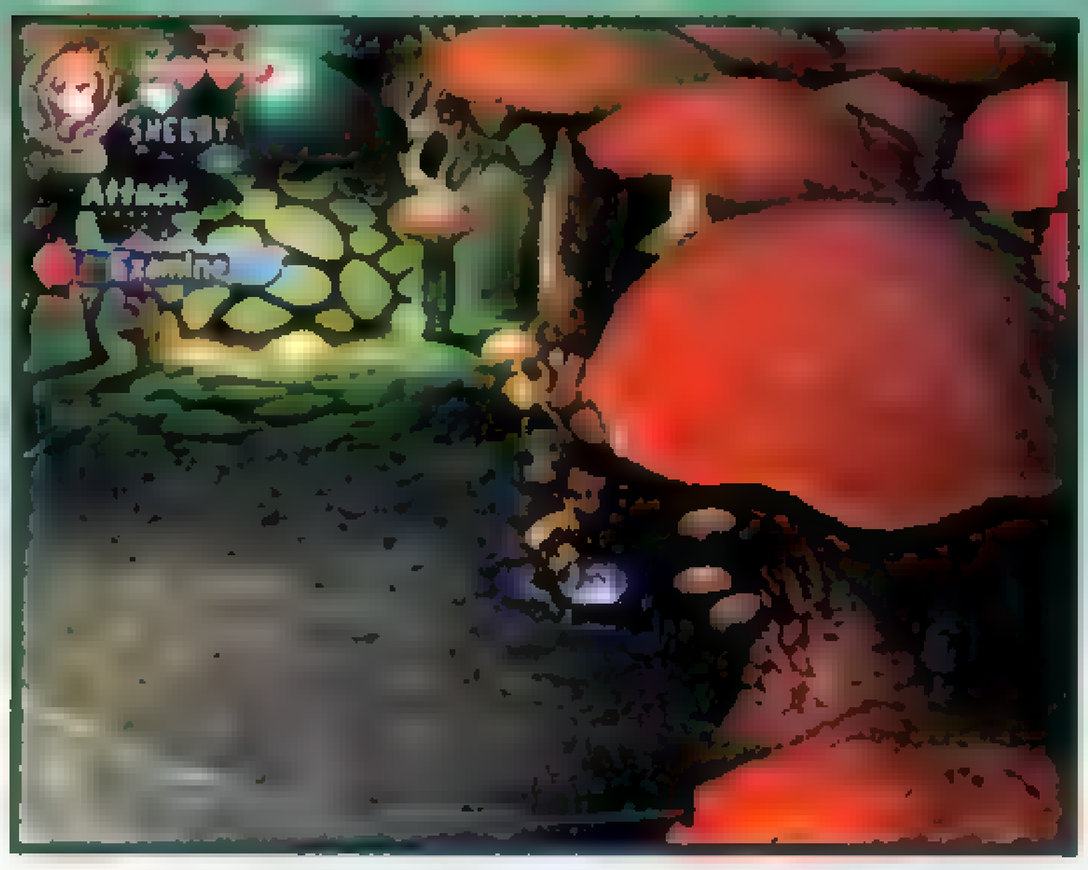
You'll find several mushroom springs in the forest. Most provide a one-way trip, so make sure you want to push ahead, then step on the fungus to get the aerial boost.

❸ DOWN TO EARTH



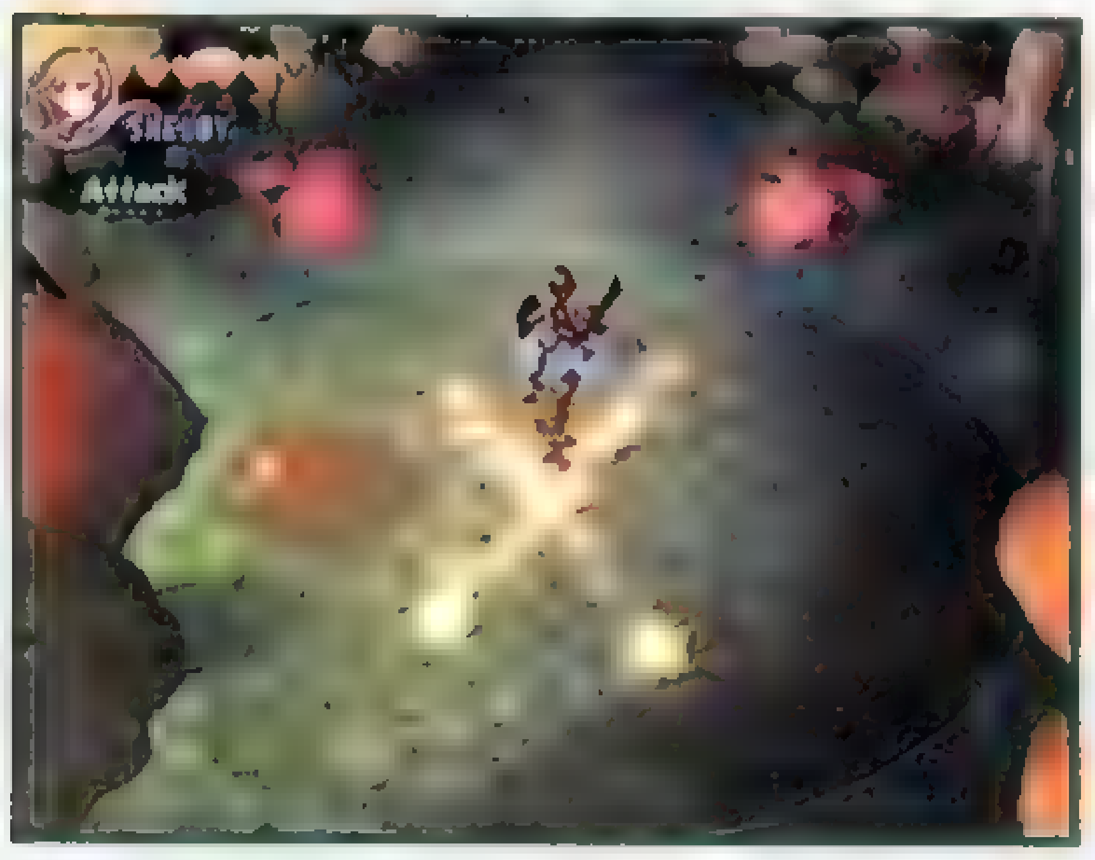
A flying Ahriman will take minimal damage from your strikes until you use a Gravity spell to ground it. Fuse any two different elemental spells to create the spectacular effect.

❹ NEST BY THE CHEST



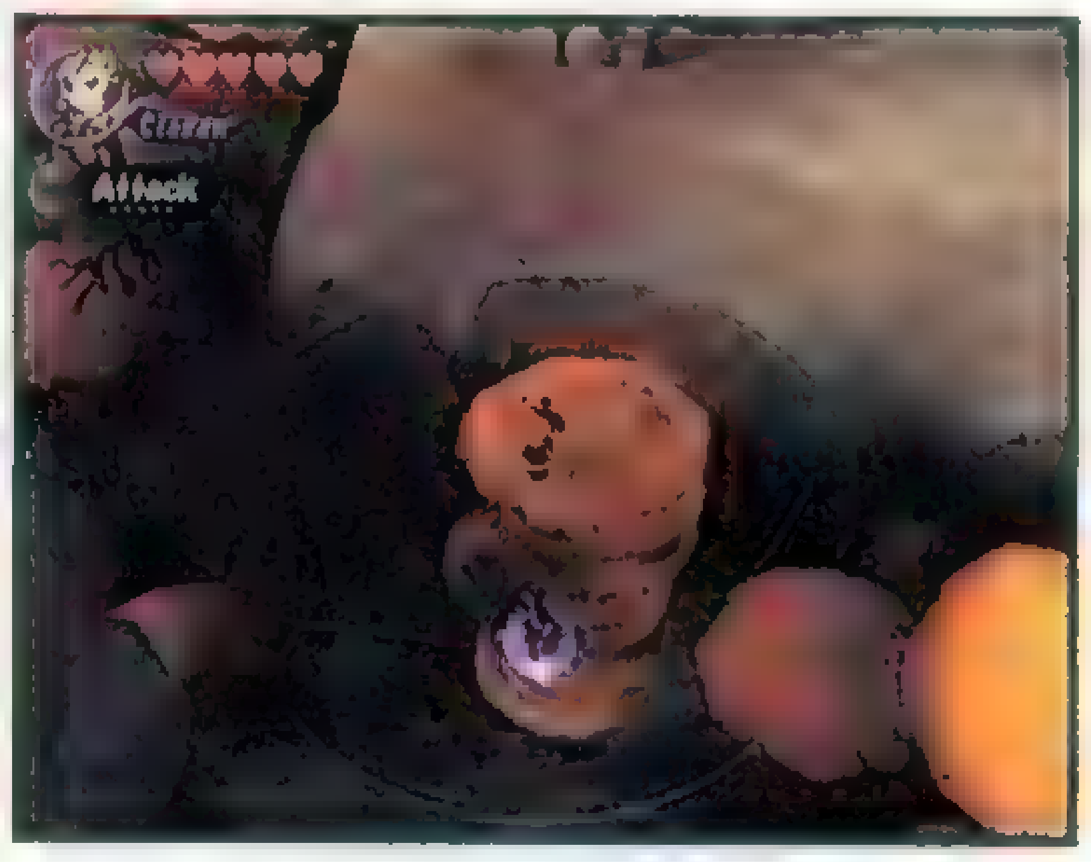
You'll find the Mushroom Forest's Moogle Nest tucked underneath a huge mushroom beside the chest on the northeastern plateau. Use the mushroom spring to reach the area.

❺ SURVIVE A STONING



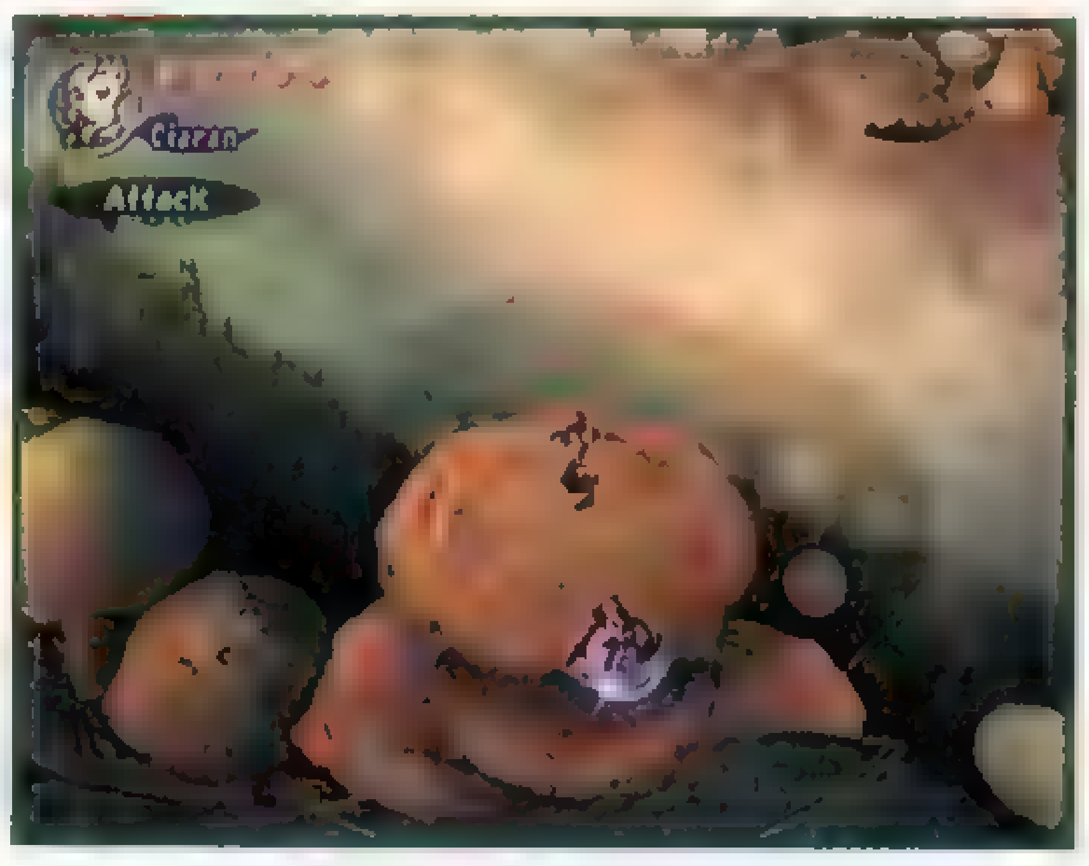
Stone Plants are like Hell Plants, except they're weak to the Gravity spell. After you cast it, you can whittle the plant down to pulp with any attack.

❻ SECOND-CYCLE PATH



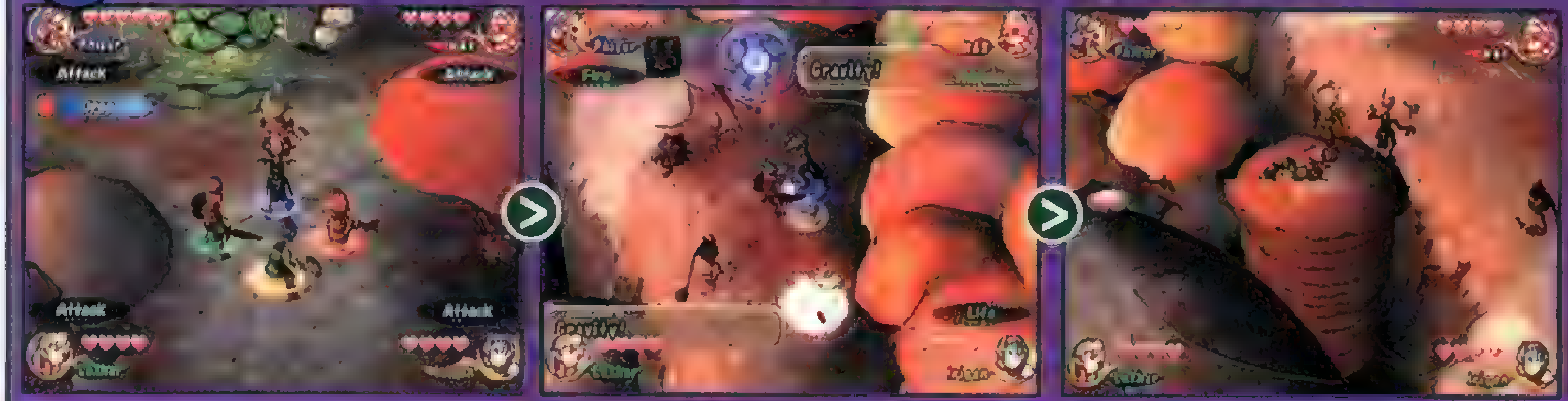
When you enter the forest for your second Myrrh run, you'll find that bulbous mushrooms have blocked one path but stacked fungi have opened a nearby detour.

❼ THIRD-CYCLE PATH

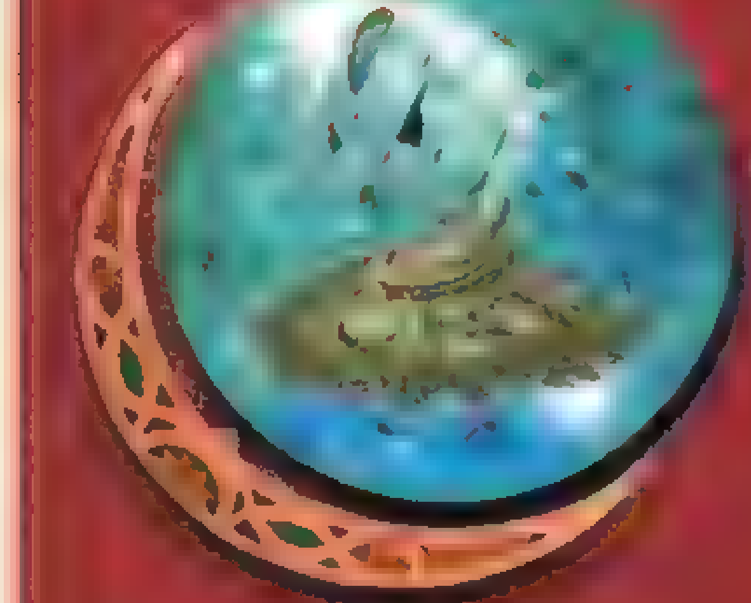


During your third Myrrh visit to the forest, you can traipse down a new mushroom stack to an area rich with monsters—and a chest that often has amazing treasure.

SPRING ON YOUR FOES AS ONE PARTY



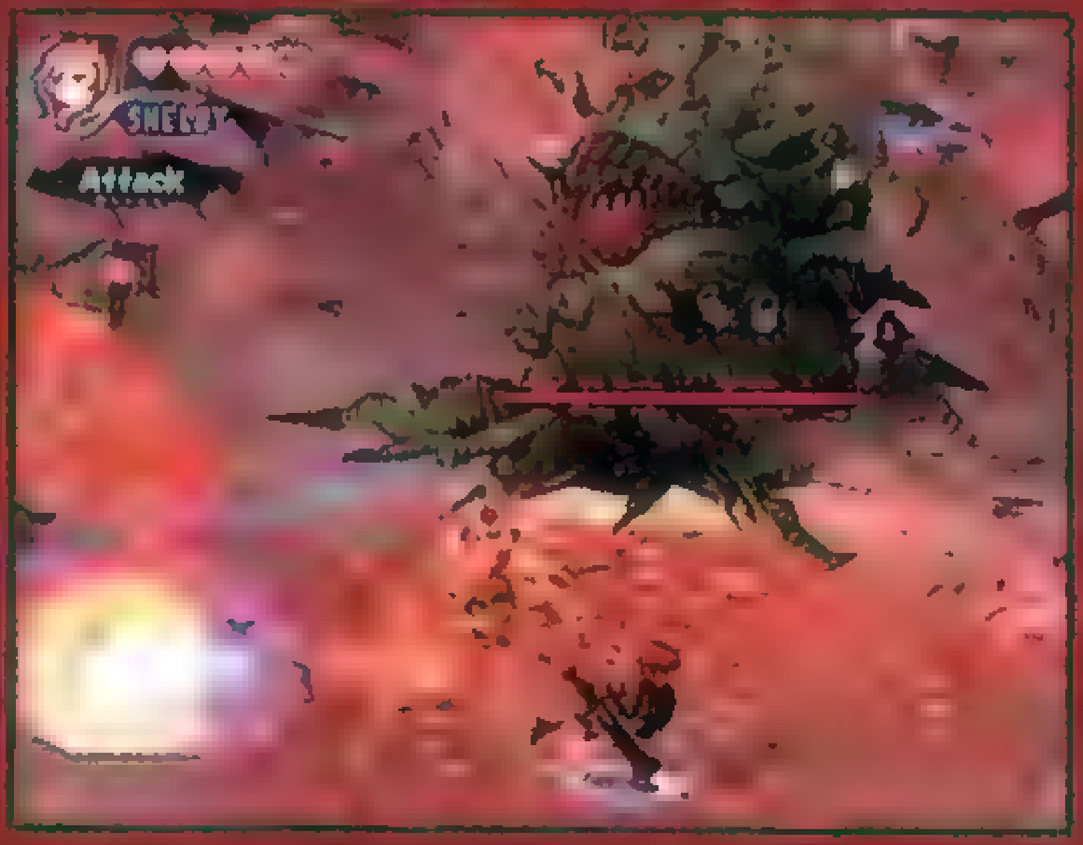
Beware becoming separated in the Mushroom Forest when you've got multiple players, or else the area's flora, fauna and fungi will divide and conquer you, hero by hero. Fortunately, you can't trigger a mushroom spring if your whole team isn't ready for the jump. Gather your party on the spot—with chalice in hand—to trigger a boost.



Malboro

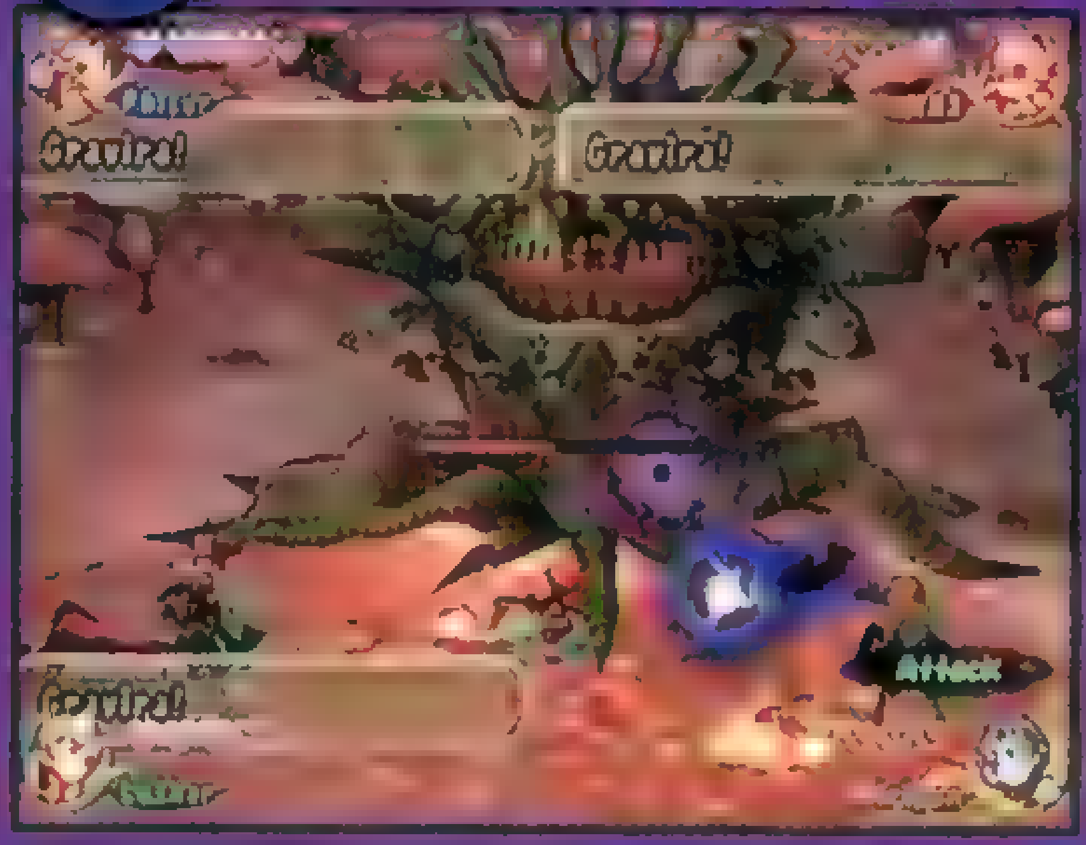
The Malboro's maw spews poison and inhales so deeply that you'll be drawn toward the beast. When it's not using breath attacks, it strikes with tendrils and casts the wide-area Slowga spell. Torch the Malboro with Fire-based spells to destroy the boss quickly.

STAY ON THE RUN

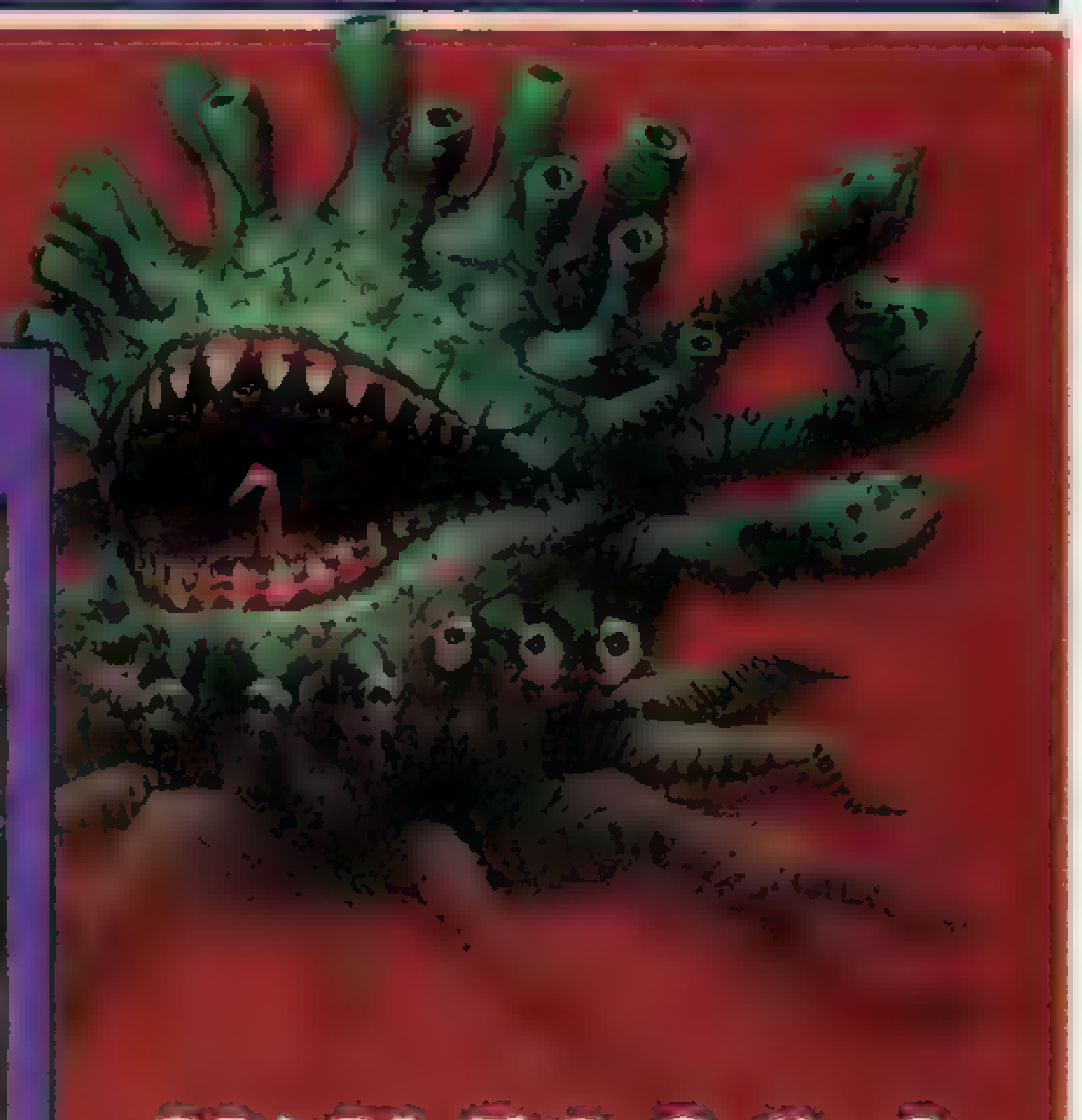


In single-player mode, the Malboro will know its target and constantly pivot to face you. When it powers up its attack, run to its other side to avoid the hit while you power up your best spell near its blind side.

WEAPON FUSION



If no one in your party has a Fire-based spell to join with yours to create Fira or Firaga, add your Fire-based spell to someone's Focus Attack to create the Flamestrike, a powerful flame-licked attack.



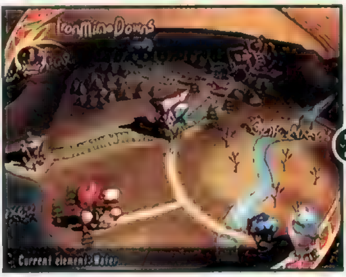
CYCLES 2 & 3

In later Myrrh cycles, the Malboro gets smarter and adds the freezing Blizzaga spell to its arsenal. If you see the boss reel back with slower spellcasting, run far away to avoid the wide-area effect.

Wrapping Up the First Year

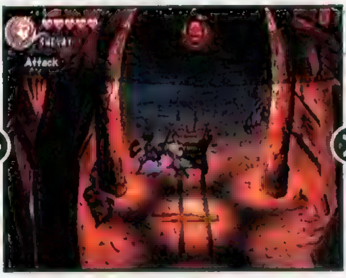
Two down, one to go—after you harvest the Myrrh from the River Belle Path and the Mushroom Forest, you'll need to scare up one more fresh Myrrh Tree to fill your Crystal Chalice. Before you enter the Mine of Cathuriges, you may want to take a few detours to rack up the riches and end your first year stronger than ever.

ARTIFACTS AND RICHES



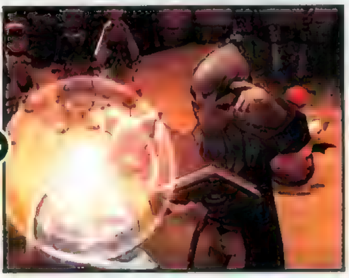
You can't collect Myrrh from a tree you've visited until the tree replenishes the substance several years later, but you can return to areas as often as you'd like to gain stat-boosting artifacts.

THIRD MYRRH DROP



In the Mine of Cathuriges, you'll face a sprawling underground labyrinth where Orcs and Ogres protect their Orc King from being rooted out. After you defeat the hammer-bearing boss, you'll top off your chalice at last.

ANNUAL CELEBRATION

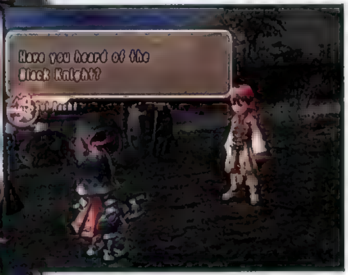


When you return home for the ceremony that taps your Myrrh to power the town's crystal, you'll revisit all of the memories from your first year. Pay close attention to all details during the retelling.

The World at Large

Final Fantasy: Crystal Chronicles draws its name from the journal that you use to record your memories, and pursuing Myrrh is only part of the story. Savor the richly imagined world at your own pace to see the larger picture. The *experience* of FFCC is a thing of great beauty.

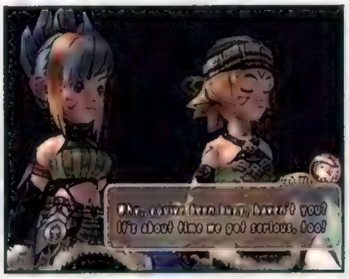
ROAD-TRIP TALES



Have you heard of the Black Knight?

As you travel the world map, you'll bump into characters such as the Black Knight. Their stories play out through the years. You'll get to know them over the long haul.

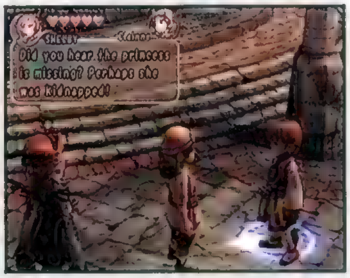
OVER THE YEARS



[illegible] haven't you? It's about time we got serious, too!

During your first few years, people that you meet on the road will seem like pleasant distractions. Over many more years, however, you'll see a rich tapestry unfold as many stories fit together to reveal something bigger.

IN-TOWN ENCOUNTERS



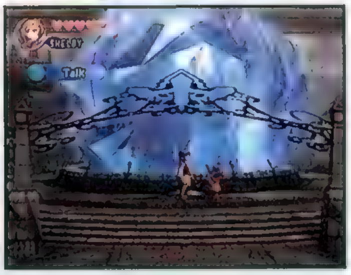
Did you hear the princess is missing? Perhaps she was kidnapped!

You'll also meet countless characters in towns, and their lives change throughout the years. You might catch wind of serious ills if you listen to them carefully—and read between the lines.

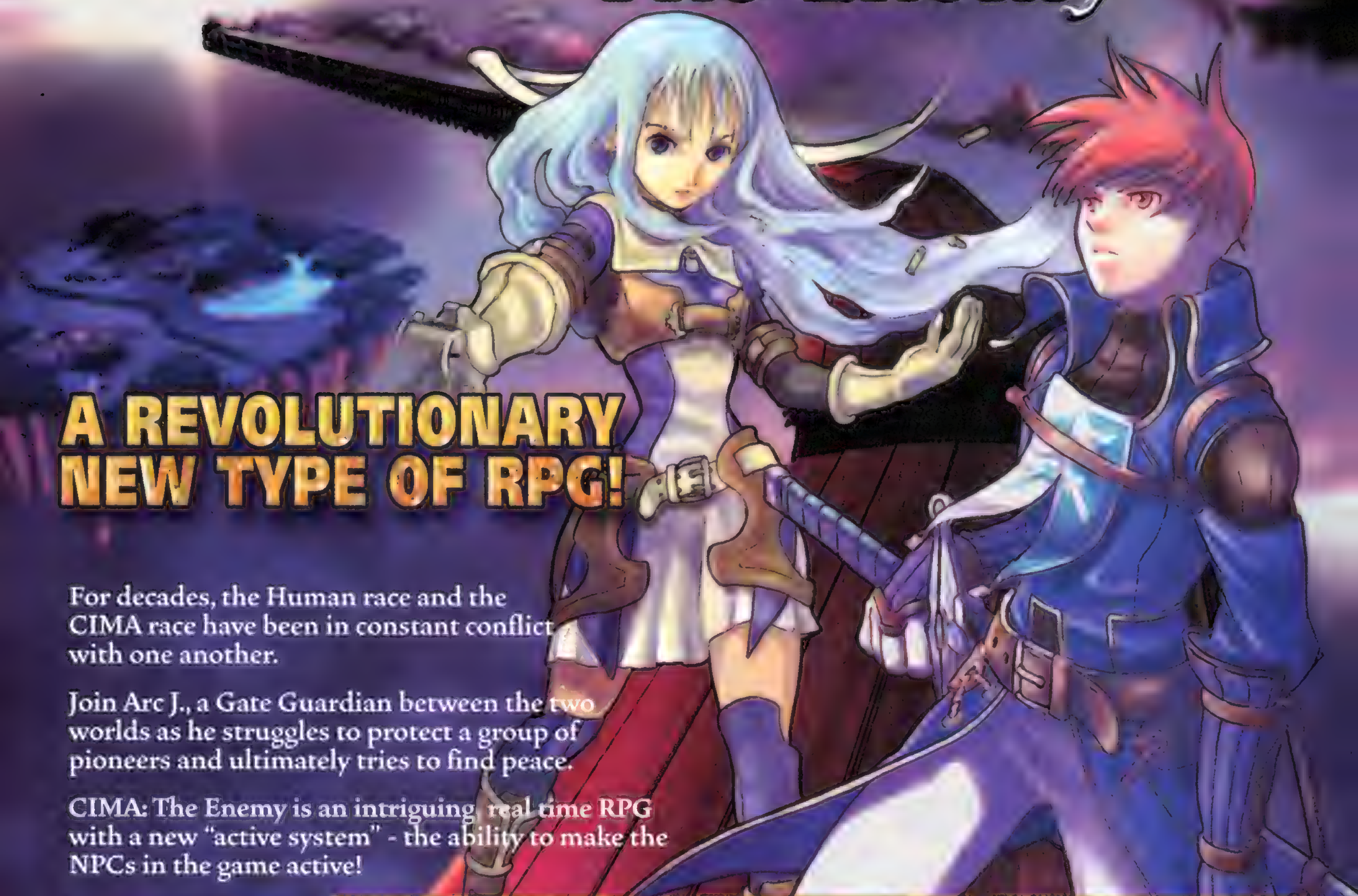
Decades-Long Caravan

When you begin your second year, with an empty chalice and a handful of stat-boosting artifacts, you'll have a sense that you've got a long way to go—but to where? If your caravan fails to gather enough Myrrh in any year, your hometown will be destroyed. So next month, we'll show you how to take your personal war against Miasma to the next level.

SHELBY
Defend



CIMA
The Enemy



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gamespy
Best of E3 2003
Editor's Choice

New "Active System" - use the NPCs in the game to solve various puzzles and to affect the storyline of the game!

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Violence
ESRB CONTENT RATING www.esrb.org

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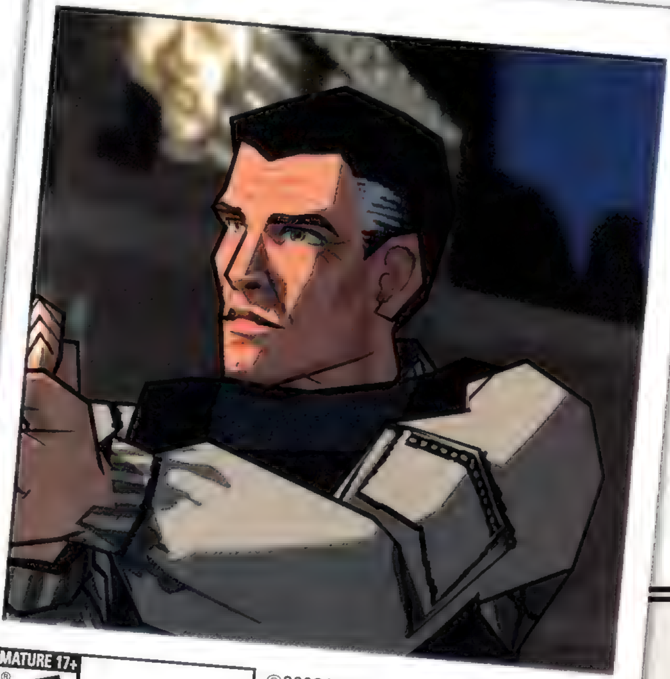
thirteen

XIII

Ubisoft's stylish cel-shaded shooter gives GCN gamers an identity crisis.



MATURE 17+

M

CONTENT RATED BY ESRB

Blood
Intense Violence

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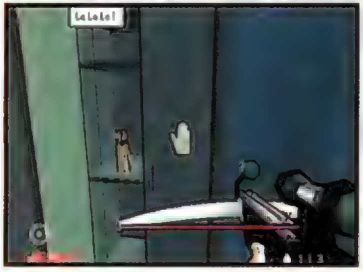
CLASSIFIED FILES

Agent XIII suffers from acute amnesia. He has no memory of the viper's nest of intrigue he discovered. Although he is confused, XIII must not be underestimated—his memory will return in time, and with it his remarkable skills. He is a liability and should be considered armed, dangerous and desperate.

SECRETS OF THE SPY BUSINESS

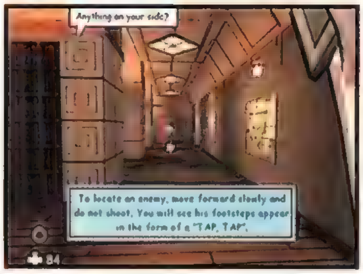
In the deadly and unforgiving conspiracy game, the only people that last a day are those that stick to the agency fundamentals. Study the tips below to brush up on the best techniques. Remember—one misstep, and you're as good as fertilizer.

Weaponry



You'll encounter a wide variety of military-grade weaponry on your missions—each has distinct strengths and weaknesses. Remember to search bodies and snoop around rooms to find weapons and ammo. When you have no available firearm, you must be prepared to improvise with everyday items like ashtrays and shards of glass. For a quick and professional takedown with any weapon, aim for the head.

Stealth

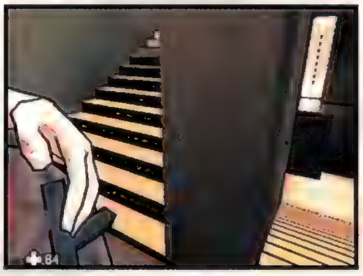


Anything on your side?

To locate an enemy, move forward slowly and do not shoot. You will see his footsteps appear in the form of a "TAP, TAP".

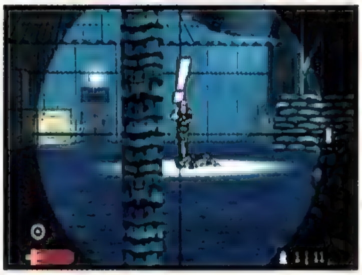
Gun battles are loud and risky—subterfuge is often a better option. Walk slowly to creep quietly and avoid guards. If you must shoot at enemies, use silent weapons like the crossbow or throwing knives.

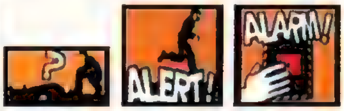
Evidence Disposal



Enemy thugs may look like meatheads, but they're not blind—if they see one of their comrades lying in a pool of blood, they'll figure out that you're not far away. To avoid alerting the enemy in stealth-critical situations, take down guards only in isolated areas. If you think the body may be discovered, press the A Button to pick up and haul it to a less-trafficked area.

Alarms & Alerts

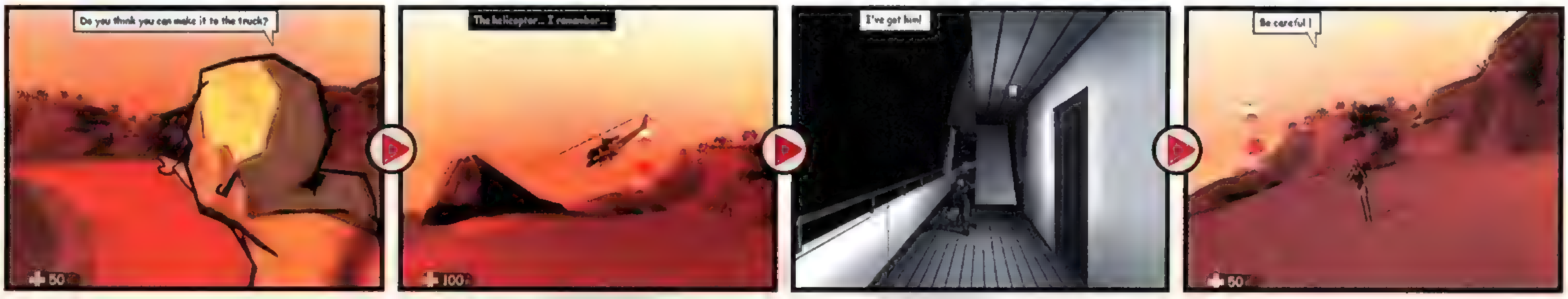




When stealth is crucial, merely alerting the enemy to your presence can fail a mission. When a guard is suspicious, a question mark will appear over his head. If he sees you, it will change to an exclamation point or Alert! box.

MISSION ONE: THE BEACH

Life could be better—you've awakened to find yourself sprawled out on wet sand. You can't even remember your own name. A lifeguard has found you, but you're soon gripped by a flashback: you're on a large boat, shots are fired at you and you've got no choice but to jump overboard. You fade back into consciousness but soon faint. A bullet can cause quite a hangover.


Do you think you can make it to the truck?
The helicopter... I remember...
I've got him!
Be careful !

MISSION TWO: LIFEGUARD POST

When you wake up again in the first-aid station, you'll see the lifeguard calling the hospital. When she gets off the phone, she'll hand over a key she found in your pocket. Machine gun fire rips across the room and the girl is shot before your eyes. Think fast—arm yourself with anything you can find, and take down the gunmen before they make you their next target.

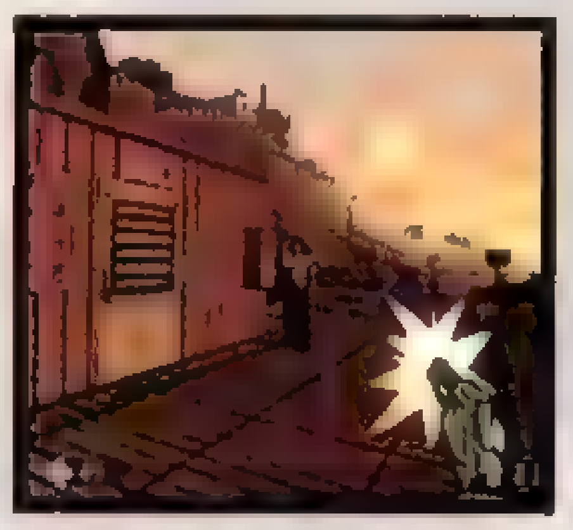
FIELD INTELLIGENCE

Mission Objectives

Equip yourself with whatever weaponry you can find in the lifeguard post, dispatch your pursuers and find an escape vehicle.

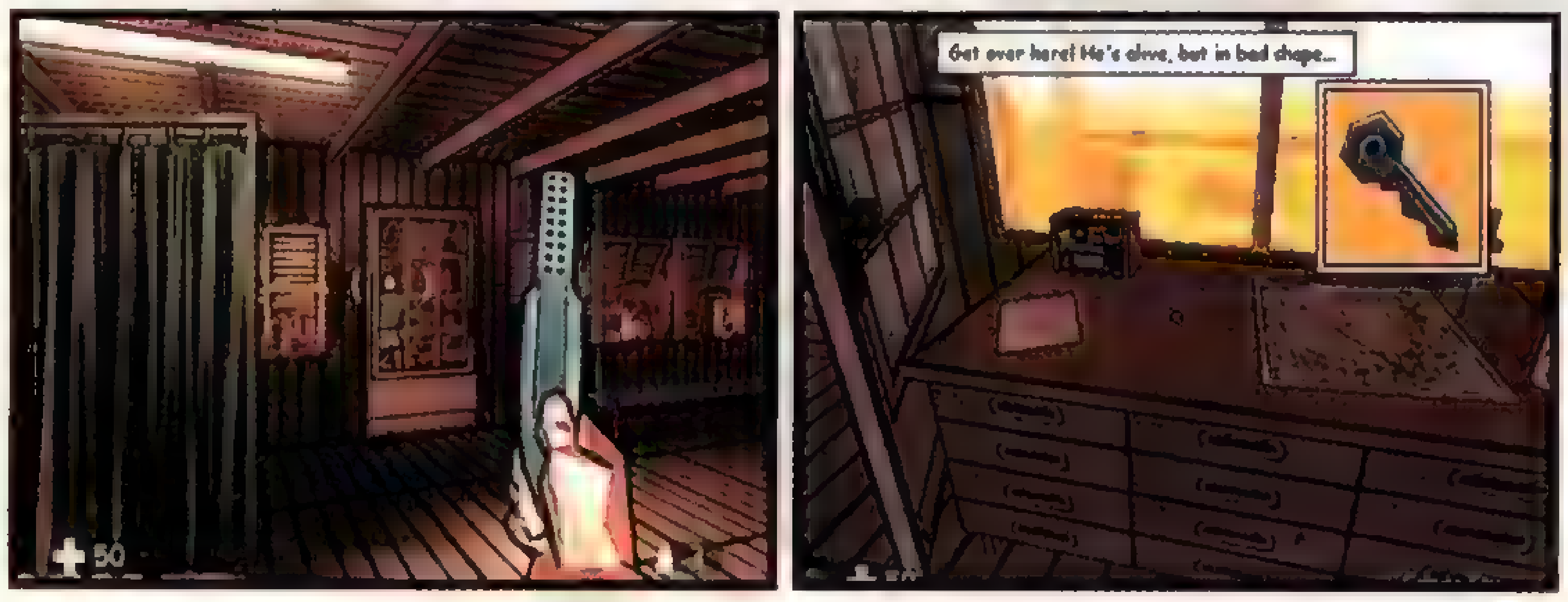
Weapons

The 44 has tremendous stopping power—use it for long-range headshots. The Kalash is fully automatic, but it's most effective when fired in three-round bursts.



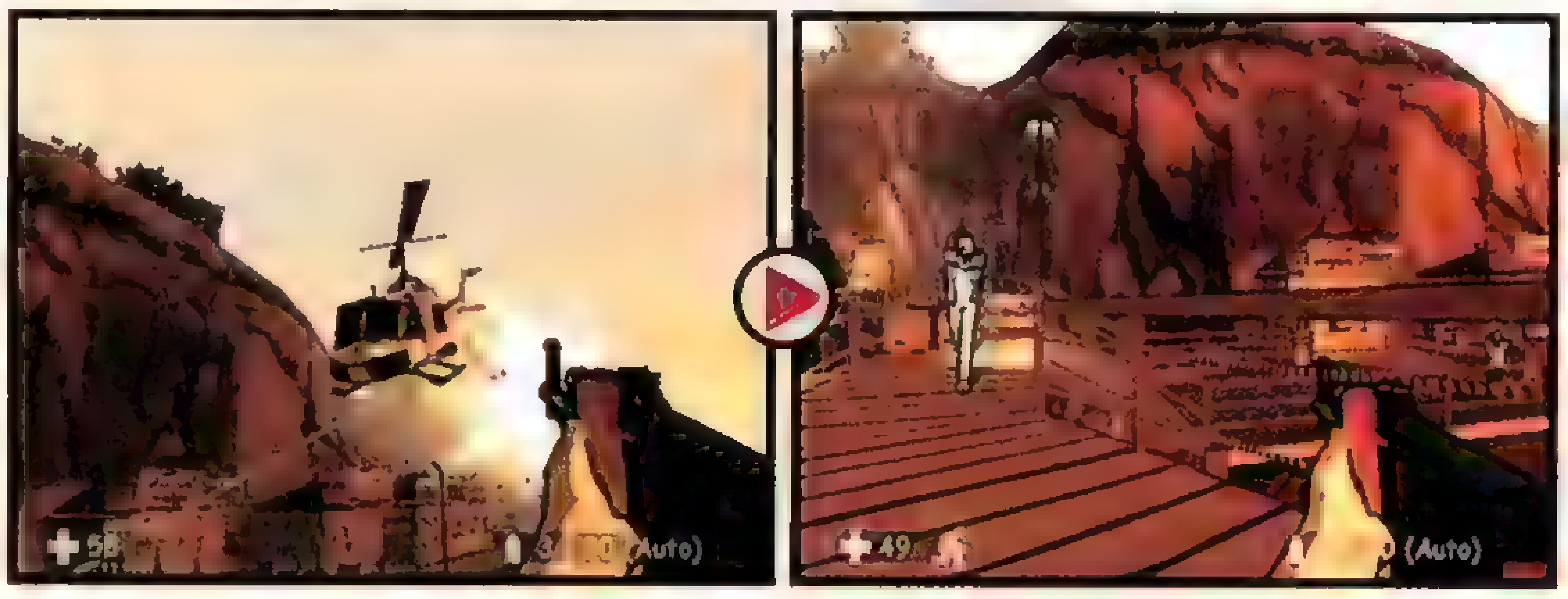
- **Throwing Knives**
- **9mm**
- **44 Special**
- **Kalash**

The Hunters Become the Hunted



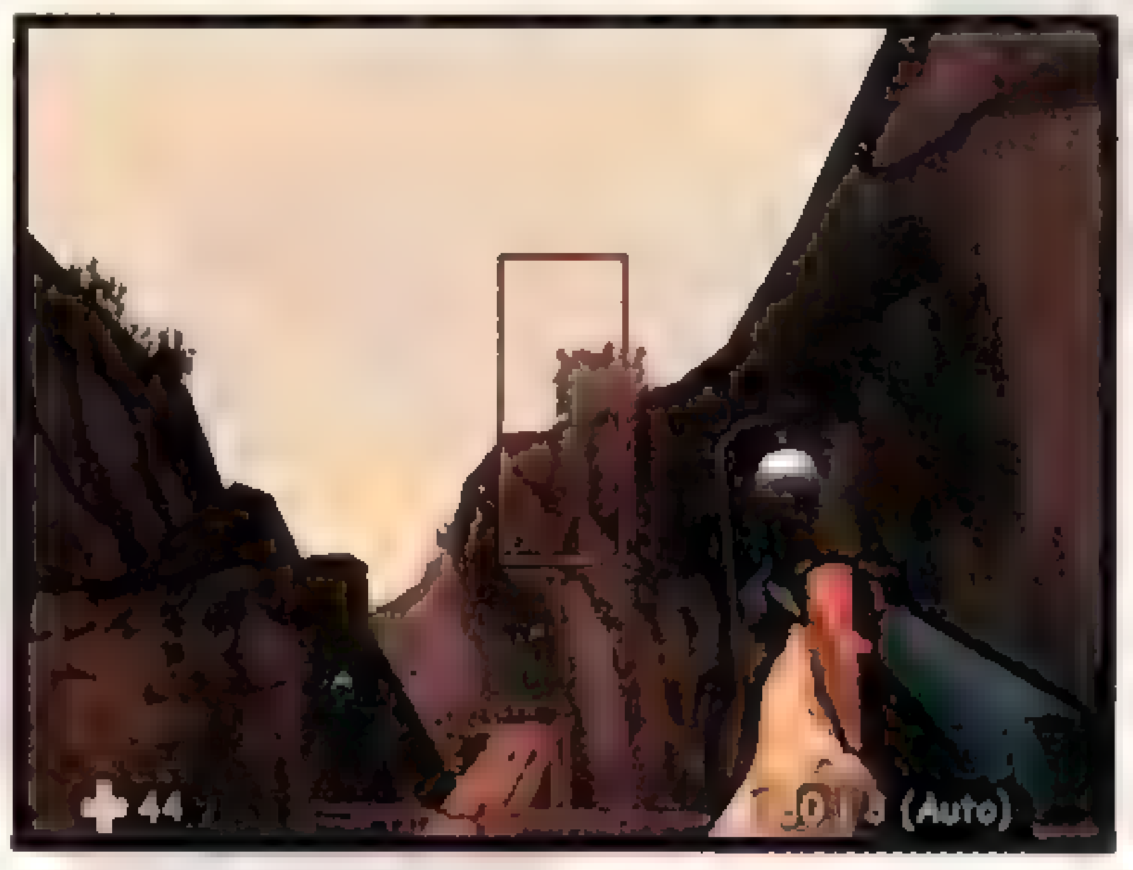
Snatch the knife from the lifeguard's body and run to the back of the building. Grab the key from the work table and search around to find a 9mm pistol, ammo and some throwing knives. Take out the guy on the back porch, run to the front, shoot the thug packing the machine gun and use the key to escape.

Avoid an Airstrike



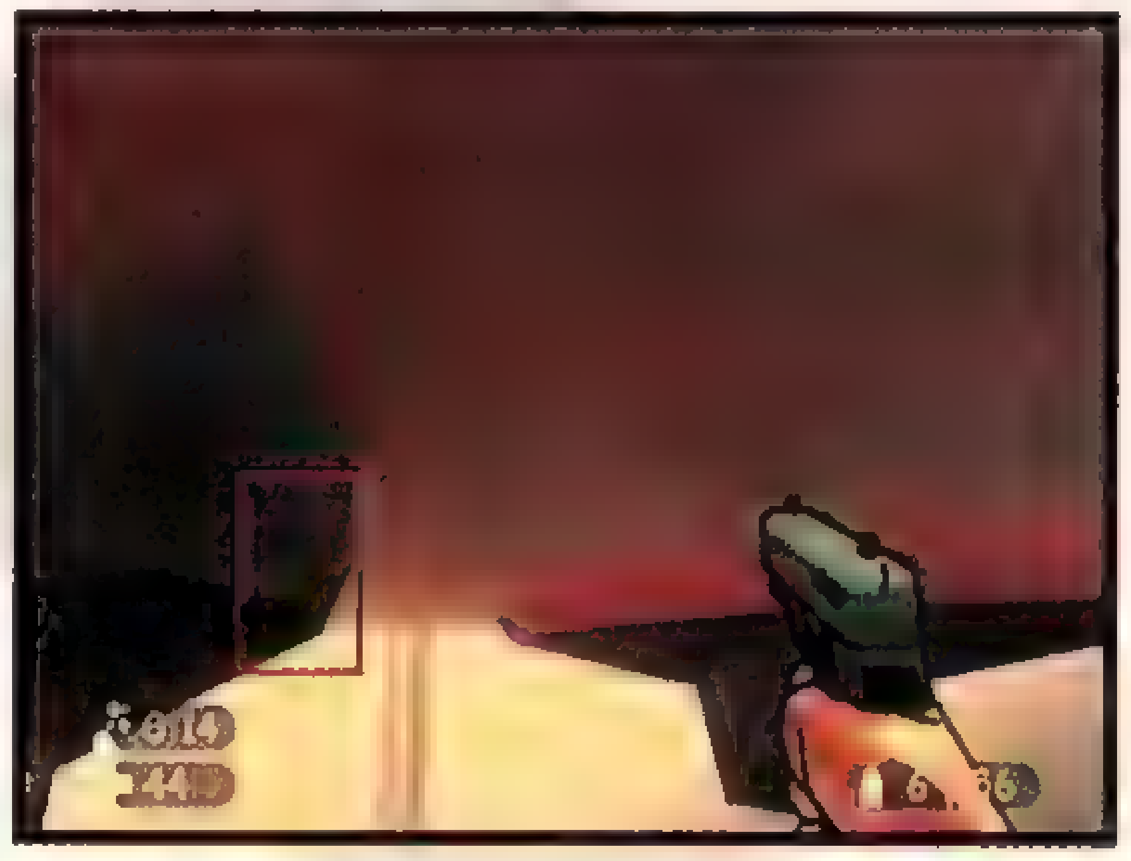
When you emerge from the first-aid post, you'll see a chopper touching down on the boardwalk to your right. When the chopper begins lifting off, take cover! If you don't get out of the way, you'll get tagged by its high-caliber machine guns. Quickly eliminate the two goons and grab some ammo.

Ambush from Above



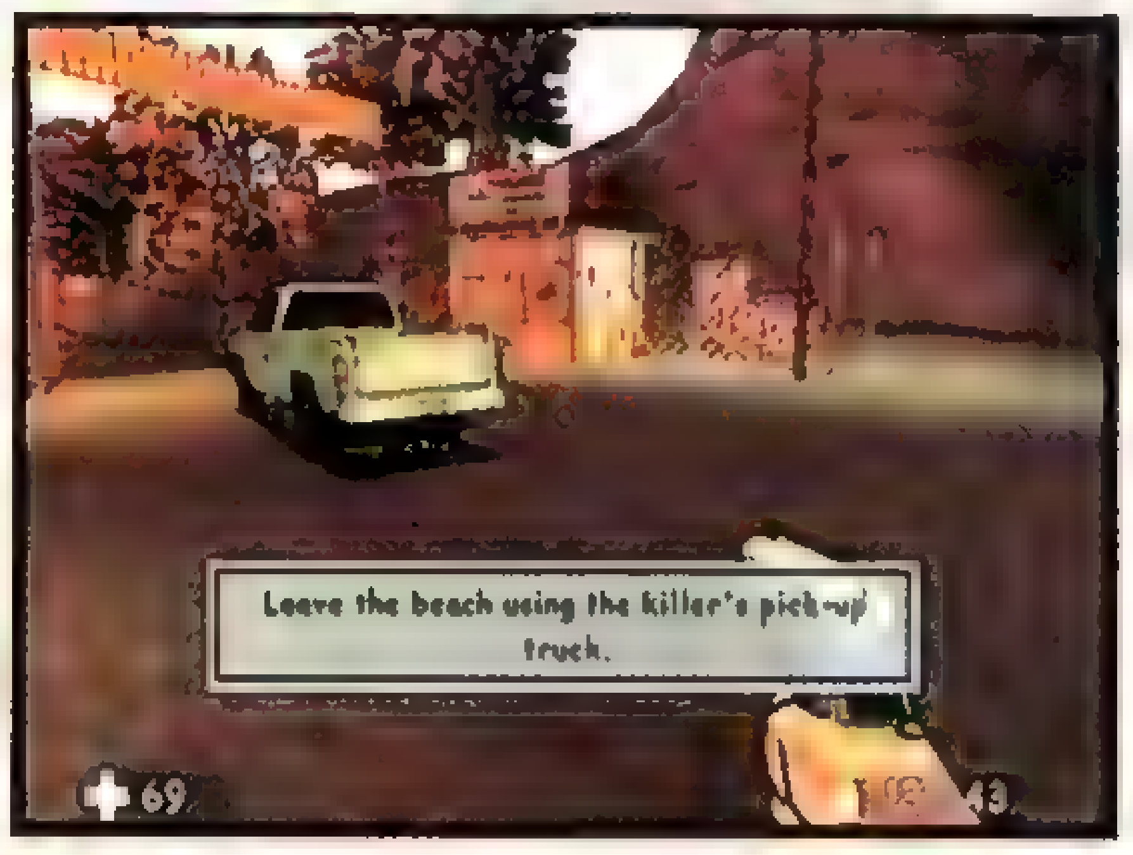
Sprint down the boardwalk and through a shallow canyon, but keep an eye out for an ambush from above. When the man appears, steady yourself and aim for the head. If you use the Kalash, fire in short, controlled bursts—you'll be much more accurate at long range. If your aim is true, the goon will fall to the boardwalk like a sack of potatoes.

Take a Dip



If the heat is getting to you, leap off the pier and into the ocean—bullets fired at you will whiz through the water, but you'll be relatively safe for the 30-odd seconds you can hold your breath. Watch your air supply in the bottom-left corner of the screen. Also look for the red square—it'll show where the enemy will be when you emerge from the water.

Grand Theft Pickup



As you approach the pickup truck, watch out for gunmen from every angle. Pump a few rounds into the chump in the green shirt standing beside the shack, then take the key from his body. There's some ammo scattered around the area, but don't bother picking it up—instead, rush to the driver's side of the truck and press the A Button to speed away and end the mission.

THE STRAIGHT SHOT

The fastest, no-nonsense way to finish the mission is to focus on collecting two crucial keys. Snag the first key from the desk to escape the first-aid post. To score the keys to the pickup, sprint along the boardwalk past the gun-toting enemies and gun down the guy in the green jacket at the end of the level.

MISSION THREE: WINSLOW BANK

You've driven your commandeered pickup truck across the river from New Jersey to New York's financial district. Before she was viciously gunned down, the lifeguard found a key that bears the symbol of Winslow Bank in your pocket. The key is the only link you've got to your past, so it's time to explore the towering Manhattan skyline and pay a visit to Winslow Bank.

FIELD INTELLIGENCE

Mission Objectives

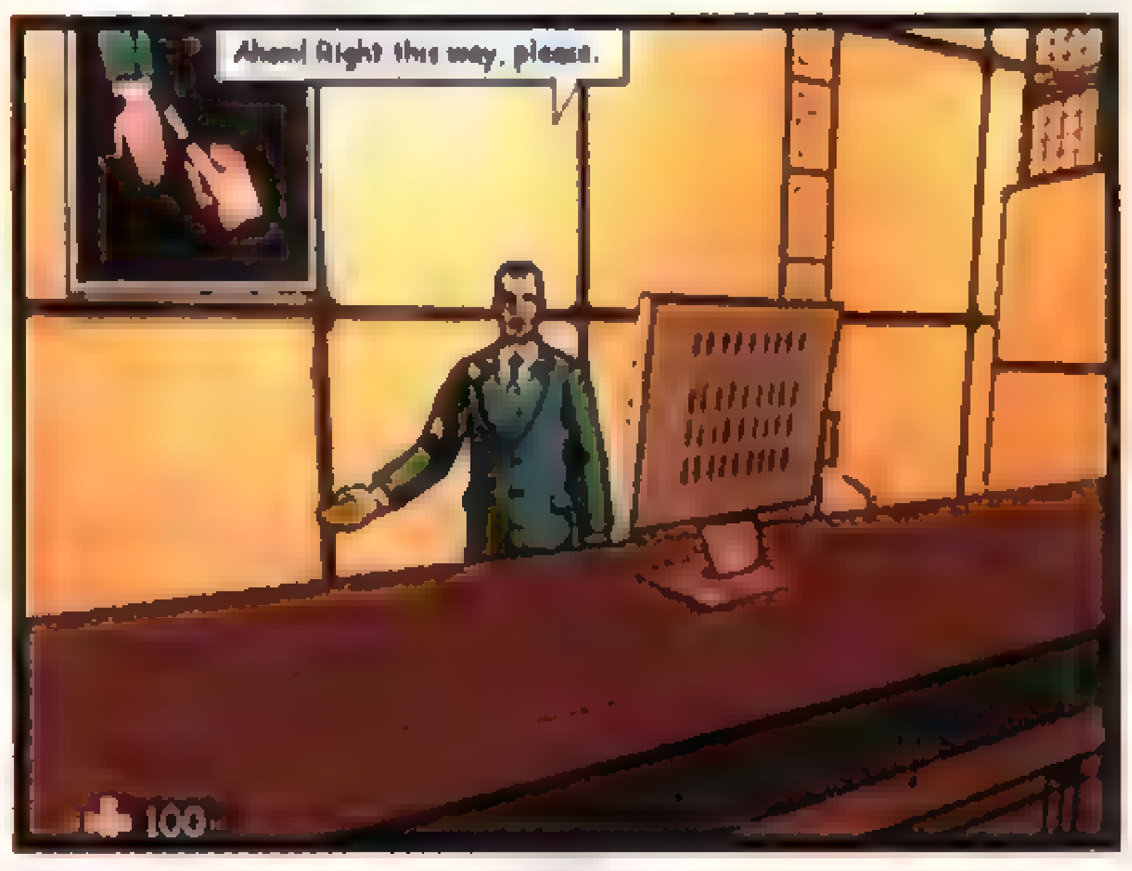
Gain access to the vault and open your safe deposit box. Escape the bank without causing any civilian or security guard casualties.

Weapons

Ordinary household items like ashtrays, bottles and chairs make powerful nonlethal weapons—they can take out enemies with a single stealthy blow.

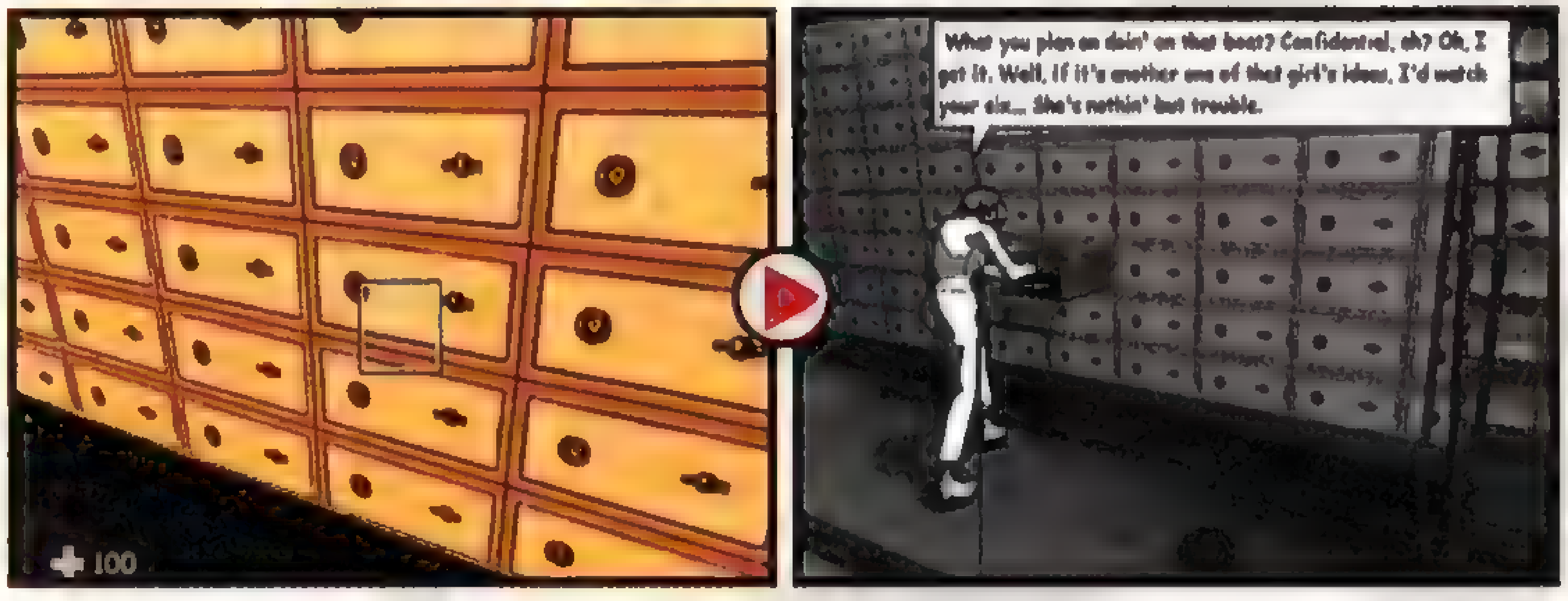
- **Shotgun**
- **9mm**
- **44 Special**

Mr. VIP


Ahem! Right this way, please.
100

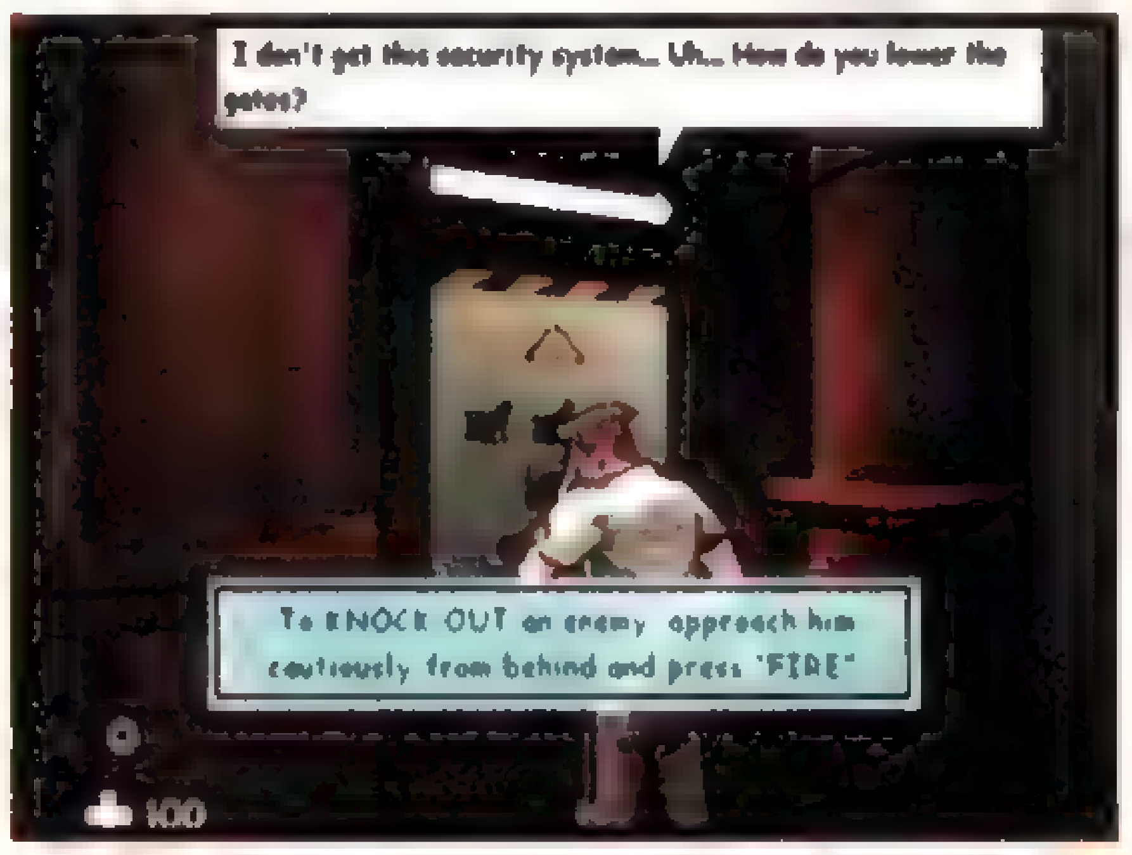
You may not remember the bank, let alone your name, but the bank manager remembers you. He calls you Mr. Rowland, and judging by the deluxe treatment you're getting, you're one of Winslow Bank's most valued patrons. Hand the manager your safe-deposit-box key; he'll escort you through the security checkpoints and into the bank's vault.

Explosive Savings

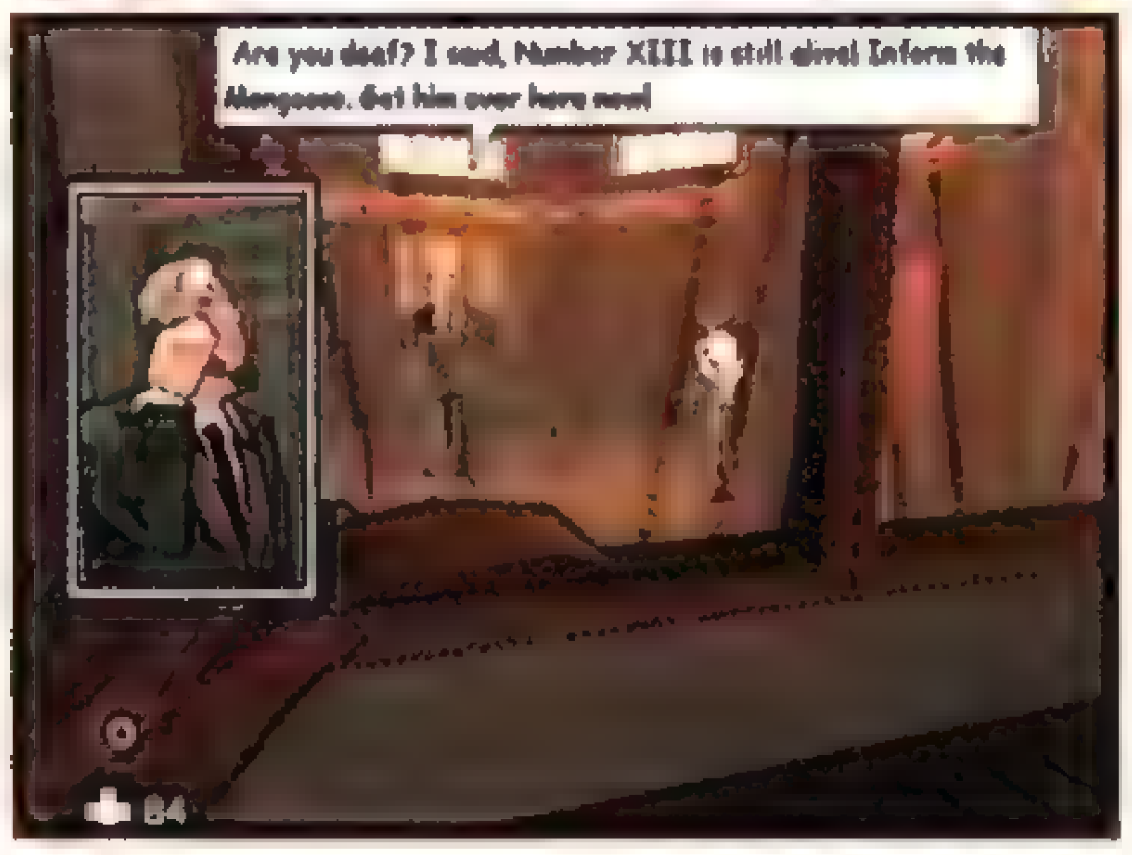

100
What you plan on doin' on that boat? Confidential, eh? Oh, I get it. Well, if it's another one of that girl's ideas, I'd watch your six... She's nothin' but trouble.

Walk to the last row of safe deposit boxes and use your key to open what is apparently your box. Inside you'll find a suitcase and a bomb! A flashback will reveal that you were there with a woman when the bomb was planted. When you come to, run and brace yourself for an explosion.

Less than Lethal

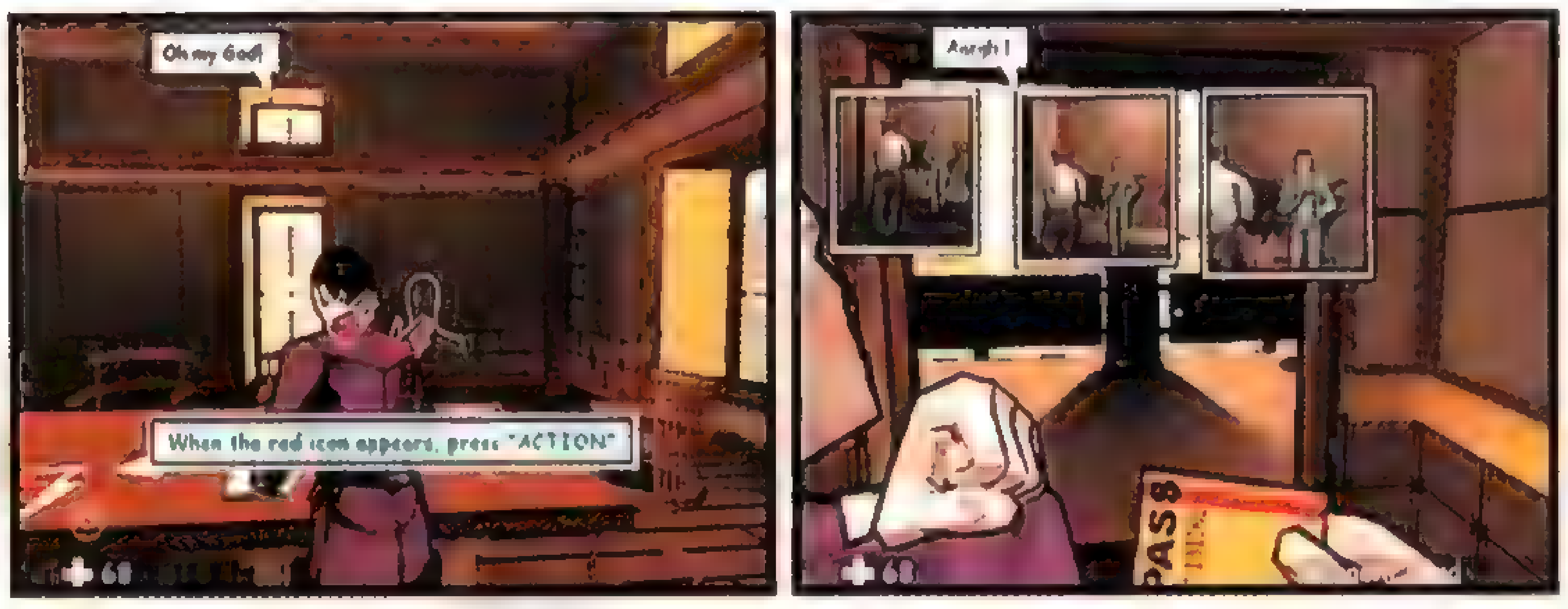

I don't get this security system... Uh... How do you lower the gates?
To KNOCK OUT an enemy approach him cautiously from behind and press "FIRE"
100

You can't slay any innocent security guards or you'll fail the mission. But it's perfectly fine to club them over the head with chairs, ashtrays and anything else you can get your fugitive hands on. Try to sneak behind the guards and thwack them before they can get a shot off. You aren't allowed to shoot them, but they don't have a problem shooting you!


Are you deaf? I said, Number XIII is still alive! Inform the Mongoose. Get him over here now!
84

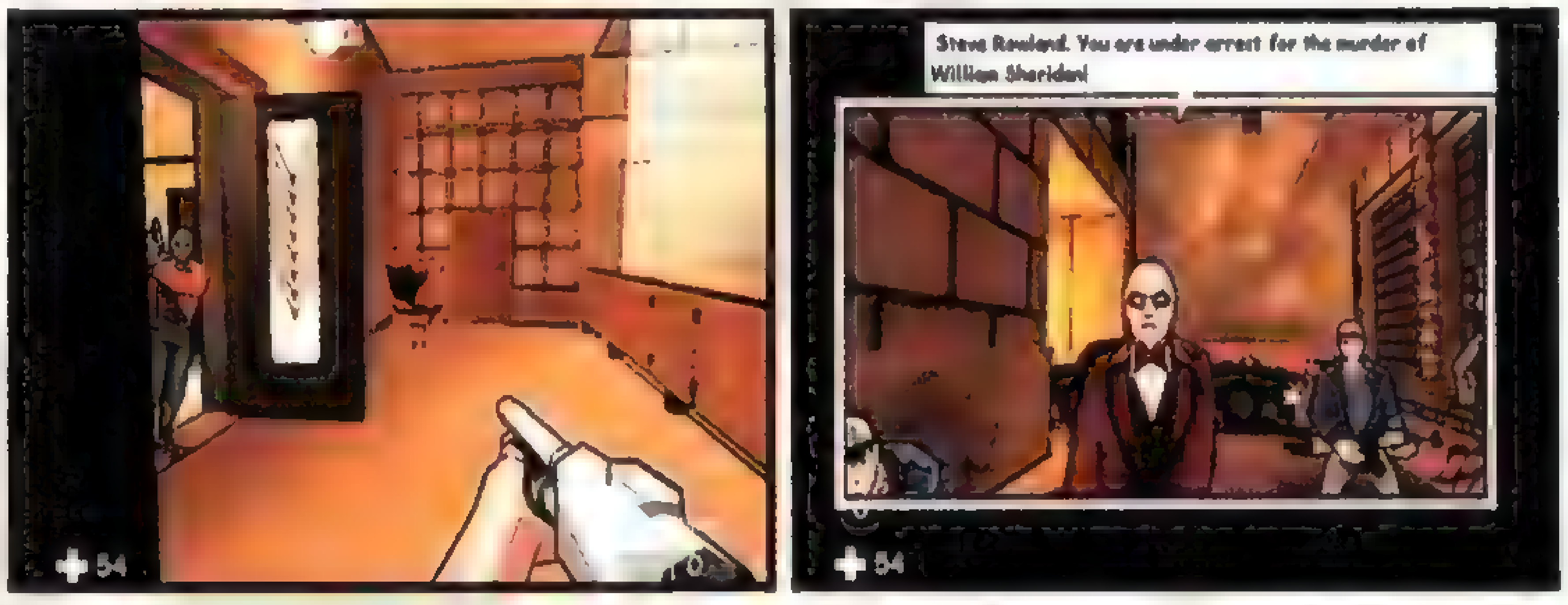
Bash the guards with the chairs as you go around the main room. Sneak as close as you can to each guard before sprinting at him and slamming a chair over his head. You'll soon reach a room with windows that overlook the bank director's office. Overhear a highly suspicious conversation, stand by the door and ambush the guard with a chair when he comes into the room.

Human Shield


Oh my God!
When the red icon appears, press "ACTION"
68
Aargh!
PASS
68

When the going gets tough, the tough take hostages! Sneak up behind the woman and press the A Button to grab her, then pick up the security pass. Open the door, stay faced toward the guards to your left and backstep all the way to the elevator. Use the pass to open the door and activate the lift.

One Step Behind You


54
Steve Rowland. You are under arrest for the murder of William Sheridan!
54

When the elevator opens, drop the hostage and whip out your .44. You'll see a bank guard eat a bullet—it looks like trouble has found you again. Cap the thugs in the head from long range and fight your way around the hall and through a hole blasted in the wall. Head down the fire exit and prepare to be apprehended.

THE STRAIGHT SHOT

There's no way to speed up the events in the bank vault, but you can breeze through much of the level by forgoing any stealth and sprinting through the bank like a madman, clobbering bank guards with chairs while you're on the run. After the elevator, zoom past the gunmen and run directly to the fire escape.

MISSION FOUR: BROOKLYN

You've been taken into FBI custody and transported to a secret Brooklyn facility. A one-armed agent in a red pinstripe suit has charged you with the assassination of William Sheridan. You don't remember killing anyone and the name doesn't ring any bells, but the FBI won't buy a word of it. The only way to answer the riddle of your past is to escape.

FIELD INTELLIGENCE

Mission Objectives

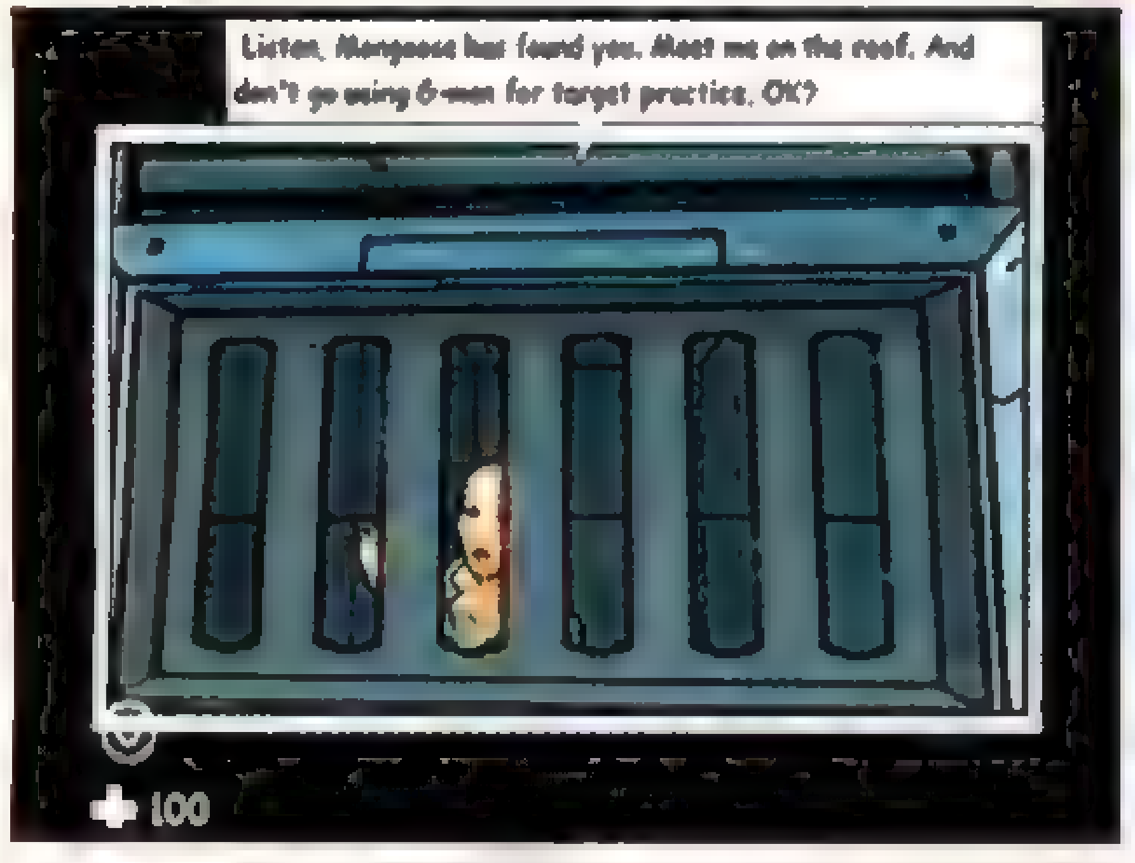
Escape from the FBI facility without taking the life of a single agent. Sneak or fight your way out and to the roof of a neighboring abandoned building.

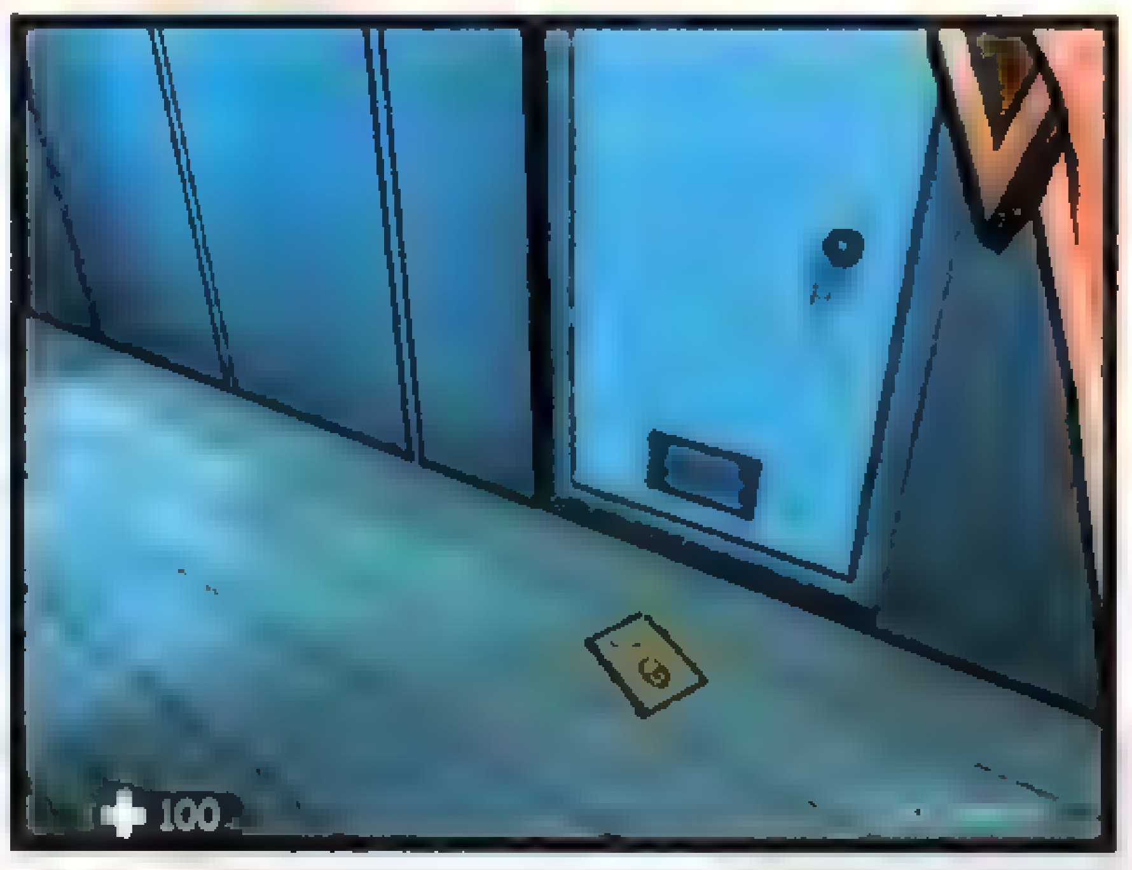
Weapons

The shotgun is devastating at close range—nothing can match its brutal room-clearing abilities. Press the B Button to K.O. your foes with the butt of the gun.

- **Shotgun**
- **9mm**
- **44 Special**

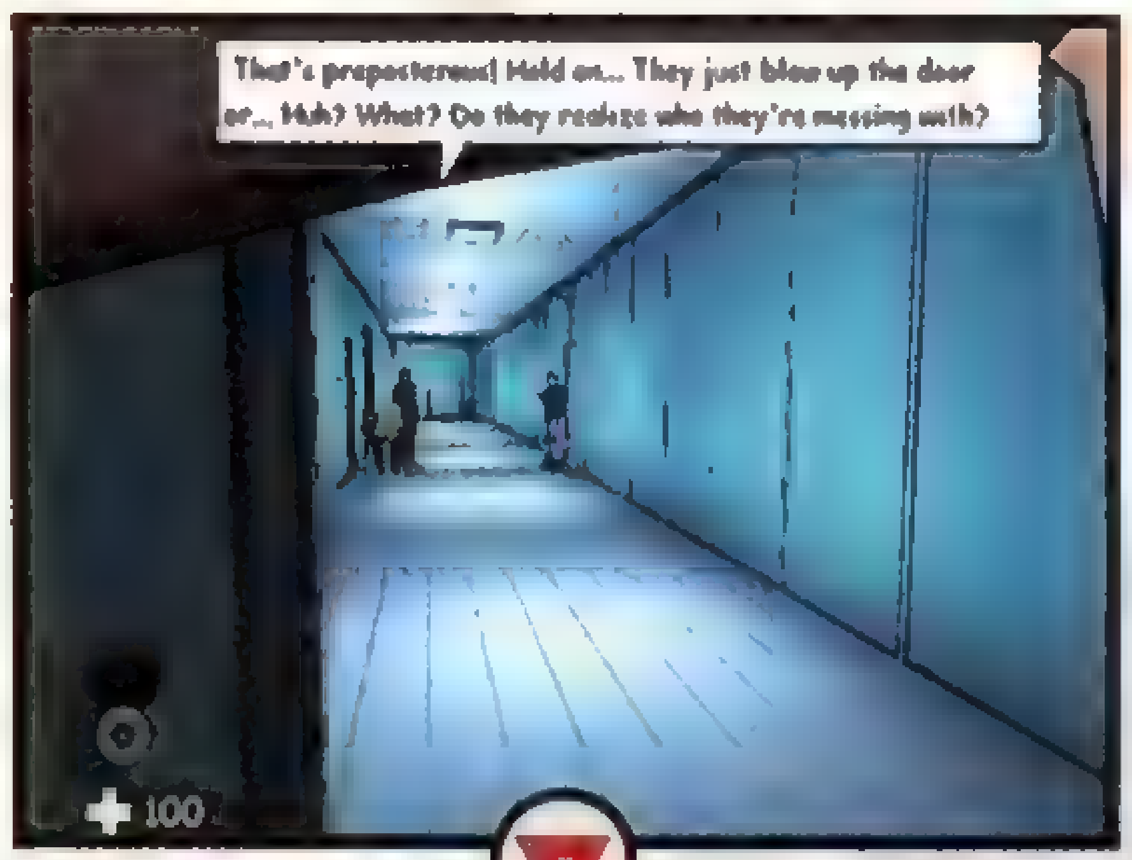
Steve Rowland, This Is Your Life

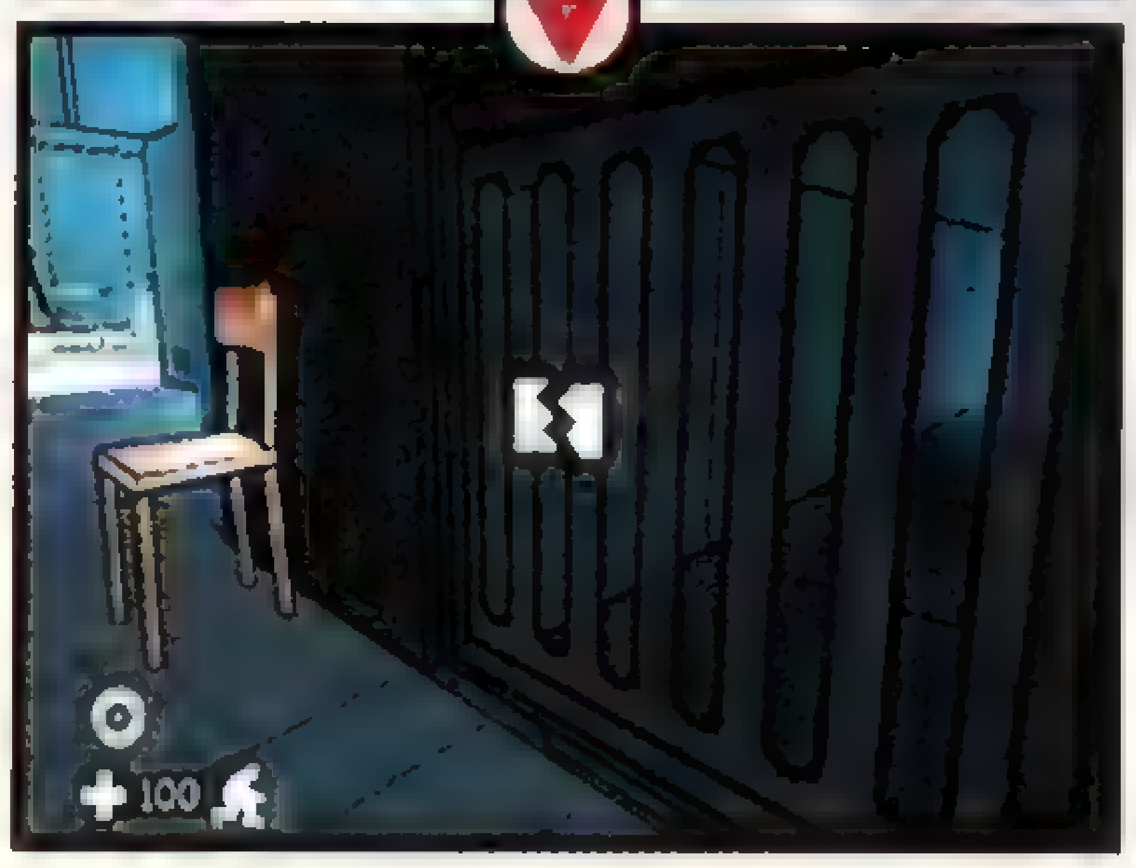

Listen, Mongoose has found you. Meet me on the roof. And don't go using G-men for target practice, OK?
100



The one-armed agent thinks your name is Steve Rowland. He has a slide show of snapshots showing you holding a sniper rifle at the scene of an assassination. A loud bang will cause a distraction, and a familiar woman hiding in the air duct will free you and tell you to meet her on the roof.

The Choice Is Yours

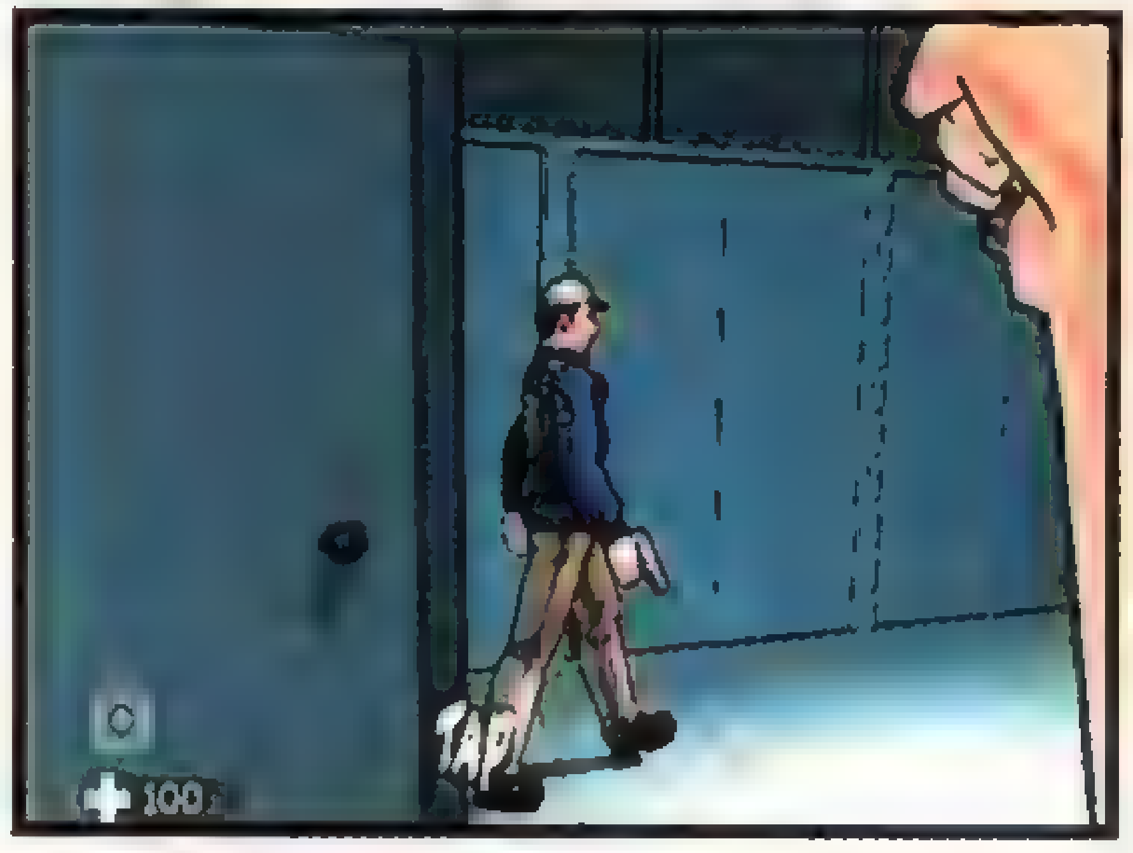

That's preposterous! Hold on... They just blew up the door or... Huh? What? Do they realize who they're messing with?
100



The distraction gives you a chance to escape—be sure to grab an ashtray before you leave the room. There are two ways to pass the pair of agents guarding the hallway—you can rush the guards or use the air ducts for a sneak attack. If you choose the frontal bum-rush attack, charge at one guard and pound him with an ashtray, then grab the chair and smash it over the head of the other guard.

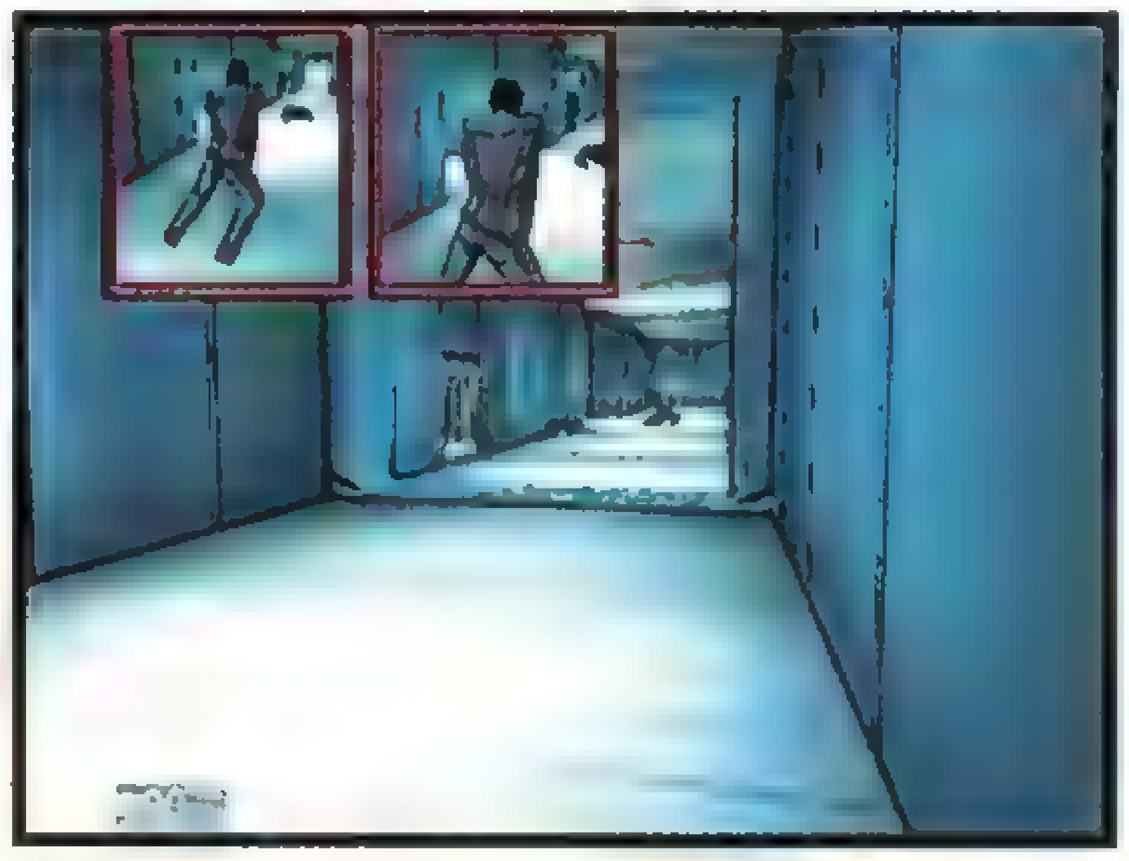
If you choose the stealth method, break the grate covering the air duct and shimmy down the claustrophobic shaft. You will soon come across another grate blocking access to a small room. When you break it, the sound will alert the nearby guard and he'll investigate.

Fighting Dirty



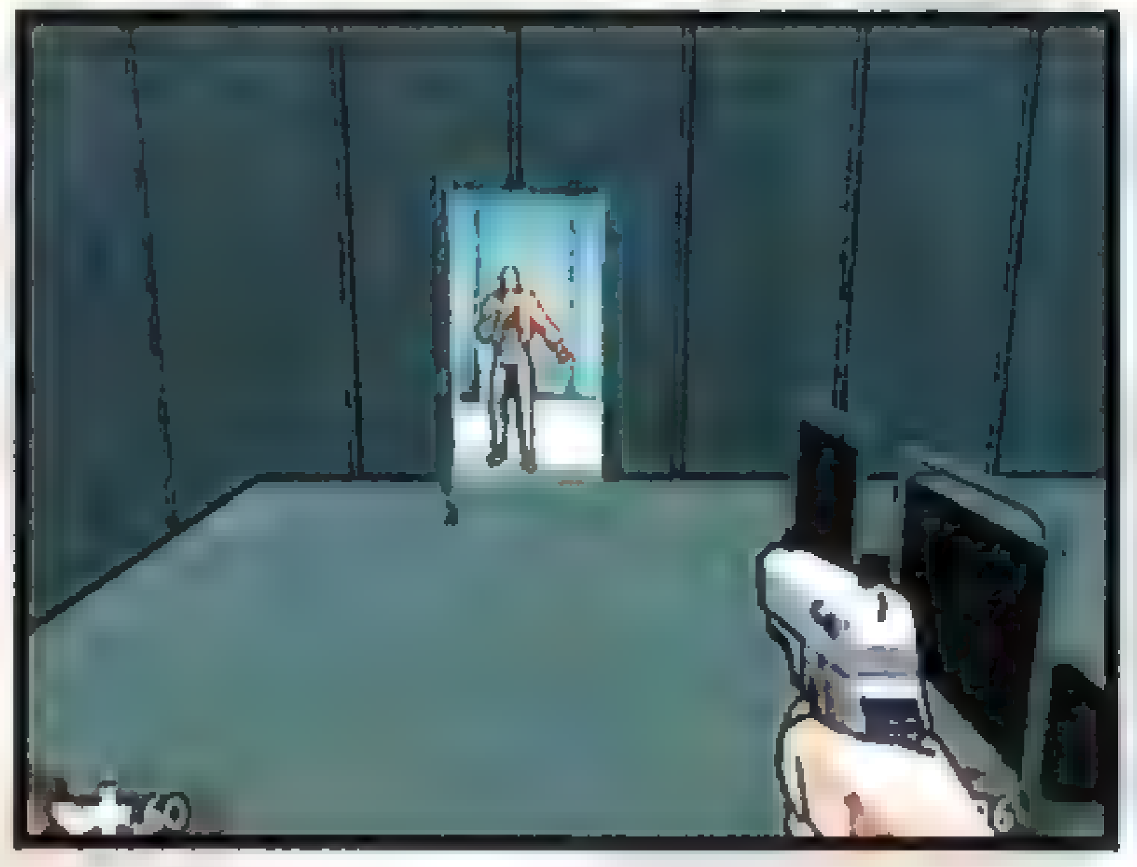
Grab an everyday item and blindside the guard with it just as he comes through the door. Once he's out of the way, grab another makeshift weapon and run to the end of the hall. You'll see another agent, but you'll have the element of surprise—crack him on the noggin and proceed through the door.

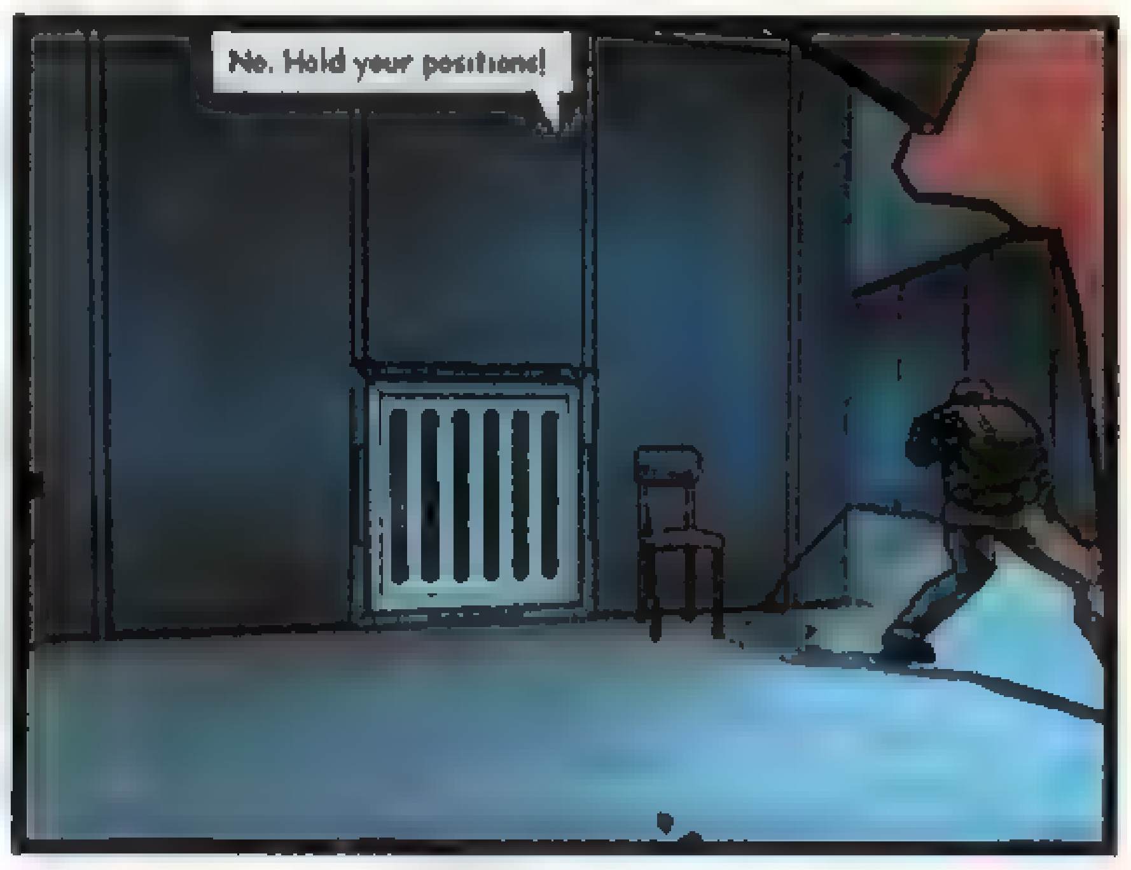
Your Enemy's Enemy



As if the guards weren't causing you enough trouble, armed thugs have stormed the building. They seem to be hunting you, but they'll shoot anyone who gets in their way. Watch from the safety of the air ducts while the FBI agents and intruders weaken each other, then sneak down the ducts to the end of the hall and finish off any survivors.

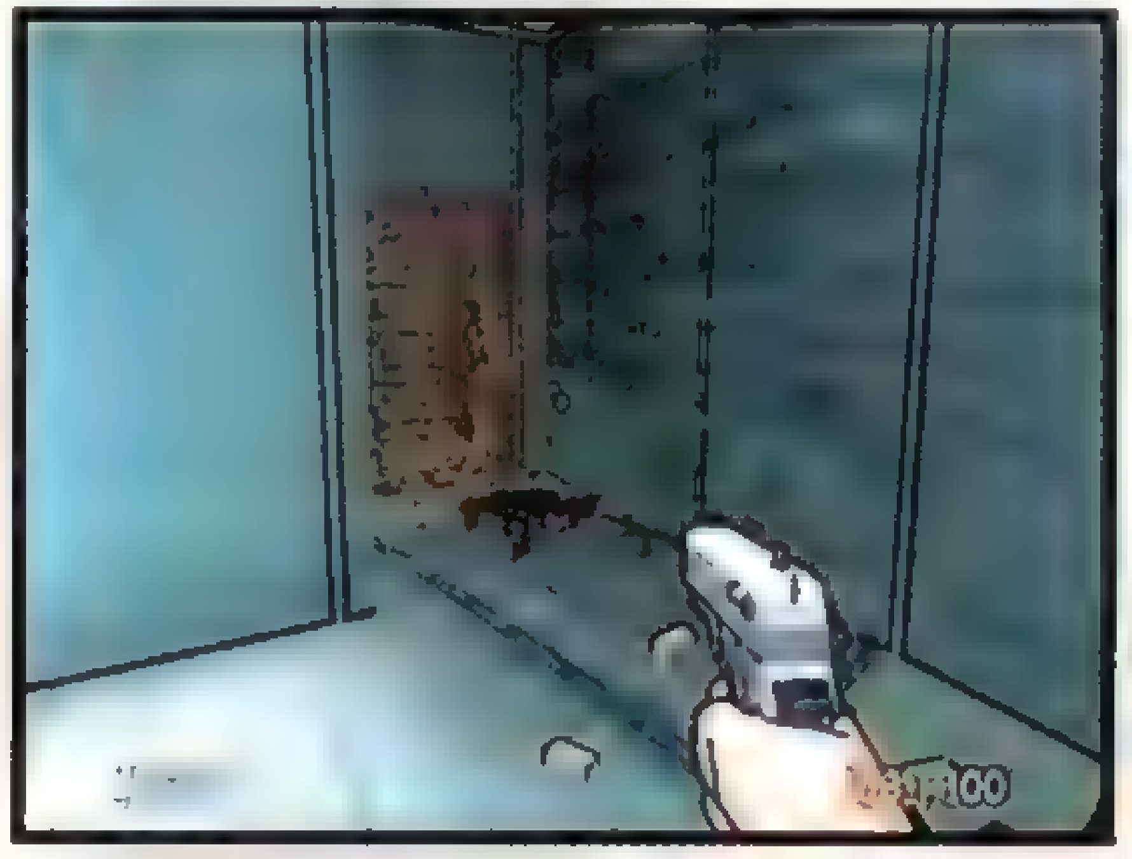
Assassins Aplenty

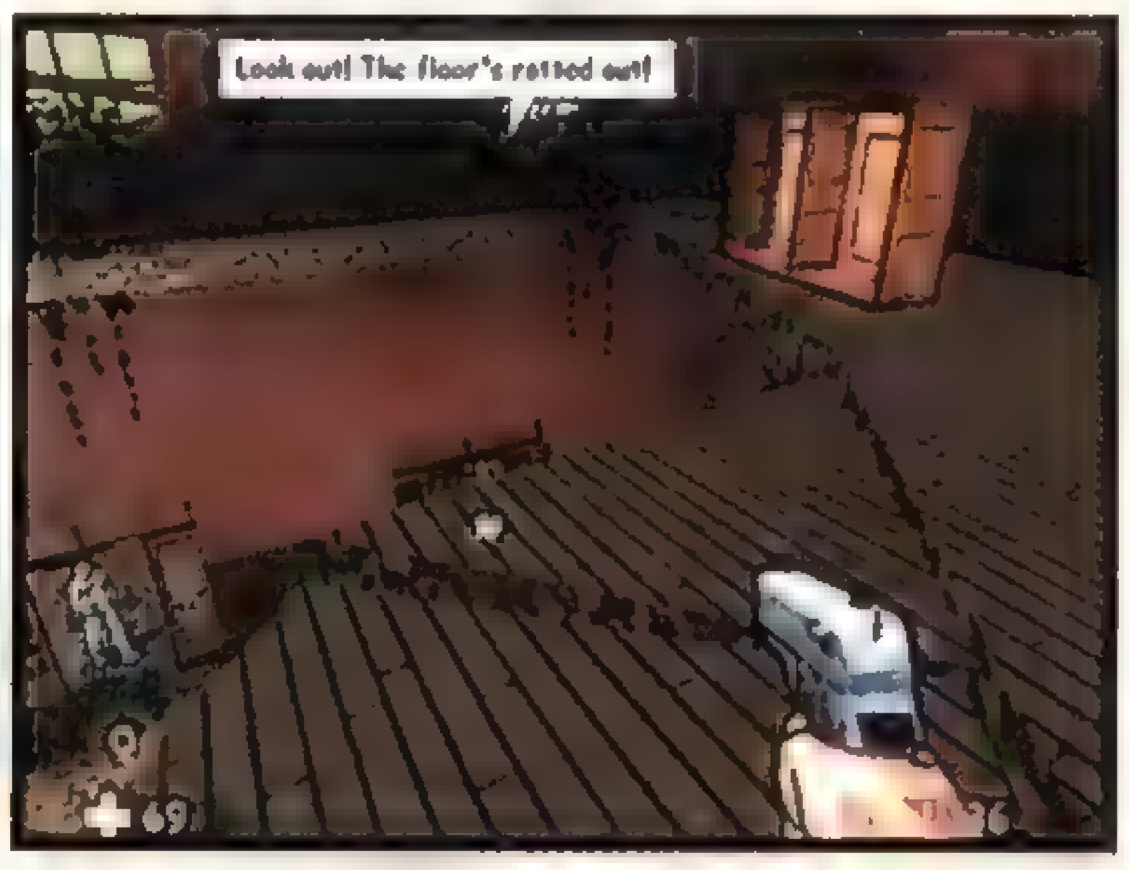




It may not be okay to shoot innocent FBI agents, but feel free to gun down the assassins doing their best to shorten your life. You'll encounter several of them as you make your way through the base. Continue to navigate air ducts and halls to reach a recently exploded wall.

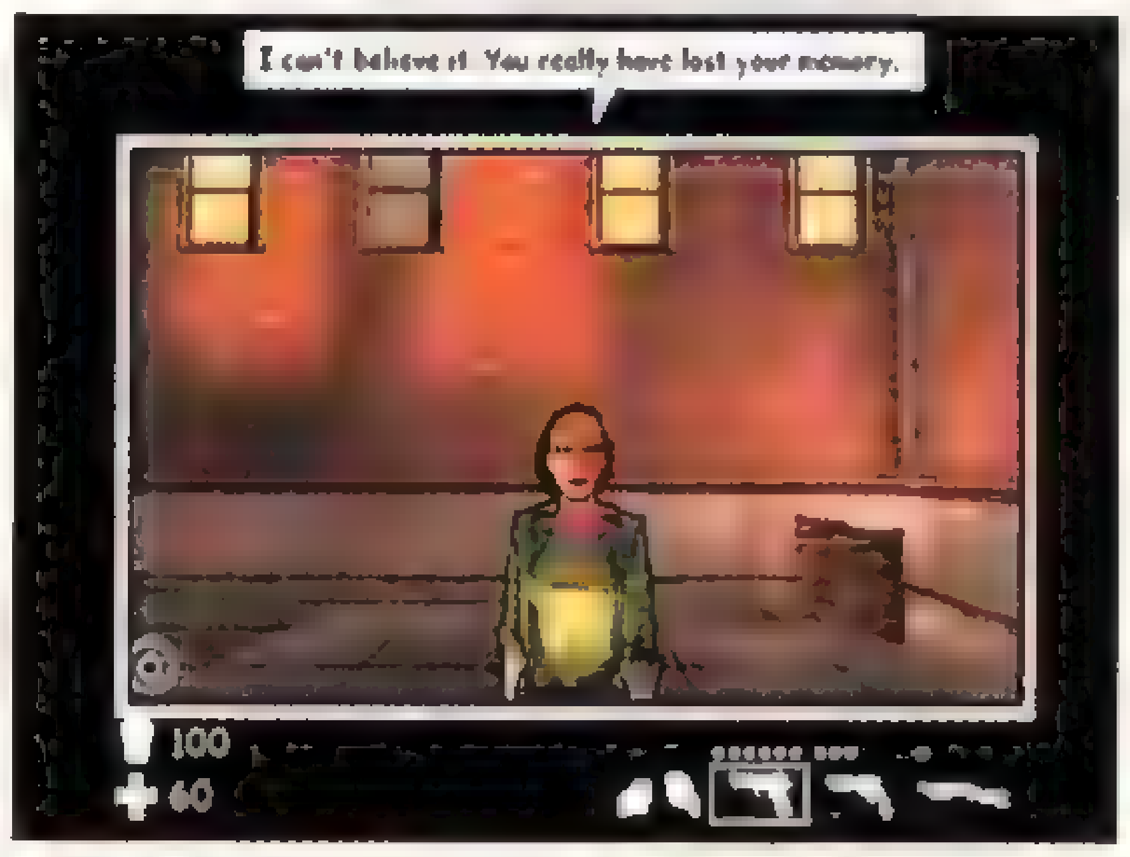
Shoddy Construction





Pass through the freshly created door and enter the condemned building. Enemies are everywhere—keep your targeting reticule aimed at head level for easy headshots. Fall through the faulty floor to reach the lower area.

Rooftop Rendezvous



You've managed to reach the rooftop meeting place, where you'll meet Jones, the woman who aided your escape from the FBI interrogation. She seems to be an old ally, but the two of you don't have time to stop and chat—snipers line the rooftops of the high-rise buildings all around you. It's time you reacquaint yourself with another old friend—the sniper rifle.

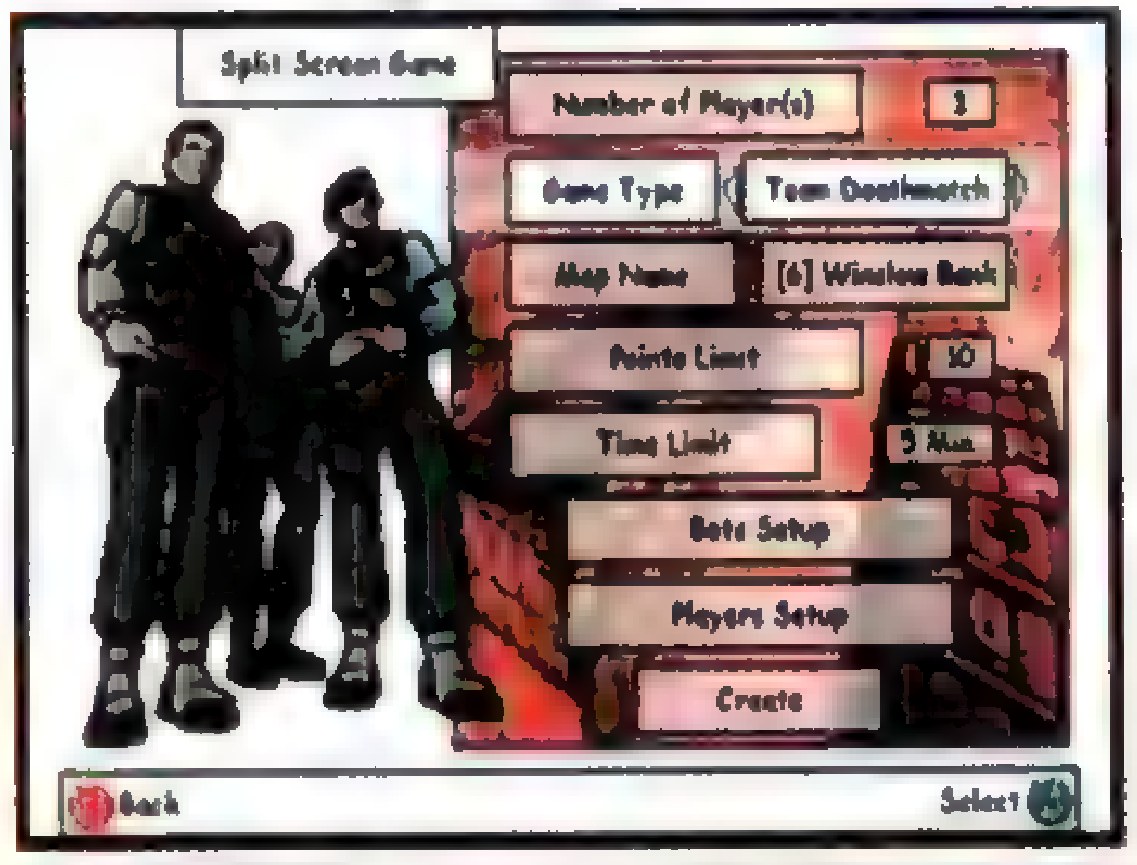
THE STRAIGHT SHOT

At the mission start, rush down the corridor and pound the two guards into submission. Instead of traveling through the air ducts, simply run past many of the enemies. In the abandoned building, shooting enemy thugs is inevitable—they are far too numerous and well armed to ignore.

MULTIPLAYER MODES

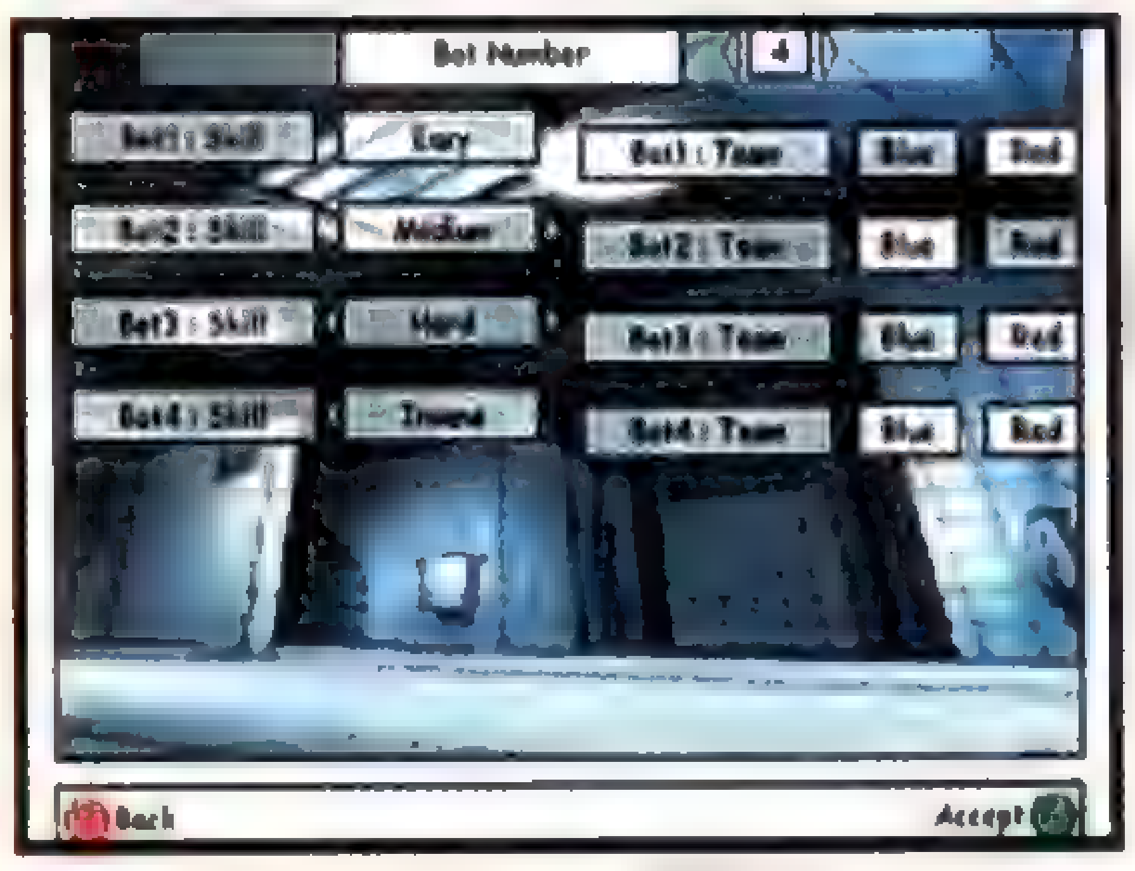
Take a well-earned break from unraveling XIII's murky past, and boot up Multiplayer mode to school your friends in the fine art of headshots. Multiplayer isn't just for multiple players, though—single players can set up some AI bots and join an instant gun battle.

Setting Up



Split Screen Game
Number of Player(s): 1
Game Type: Team Deathmatch
Map Name: [6] Winslow Bank
Points Limit: 10
Time Limit: 5 Min

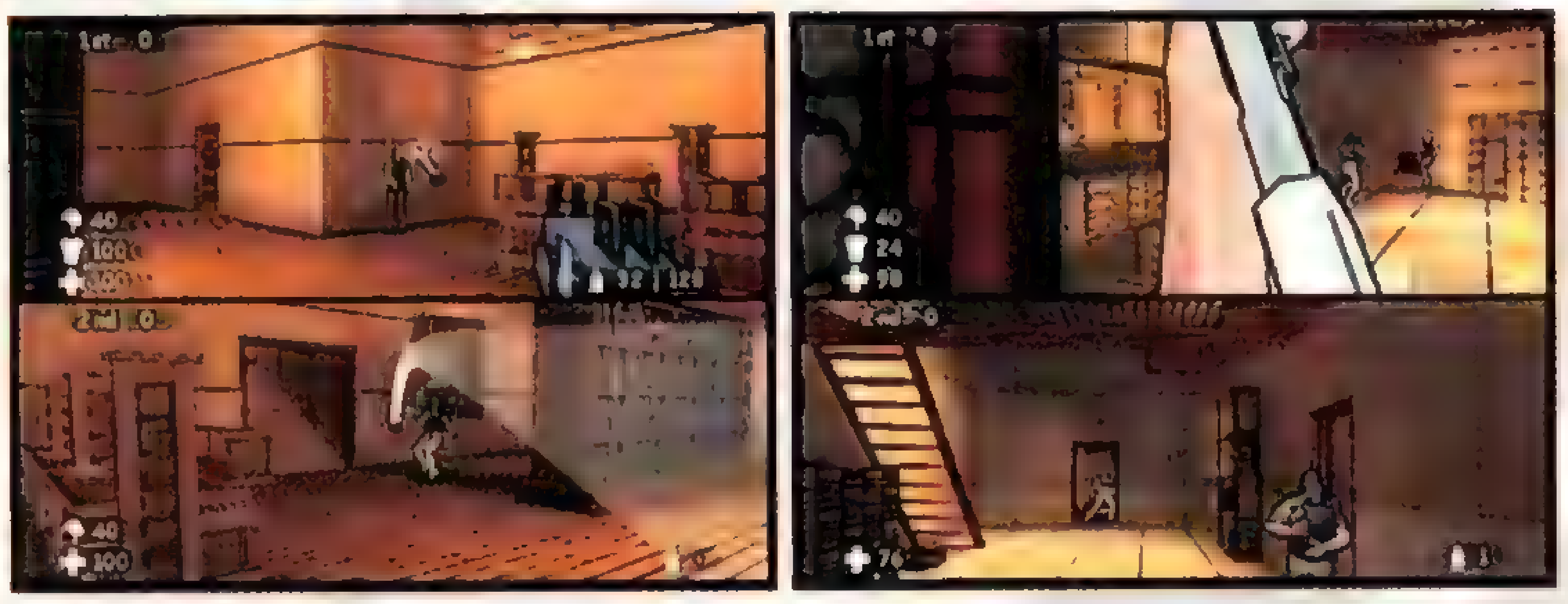
From the Multiplayer Setup screen, you can choose the number of players, game type, map, points limit and time limit. Experiment with different maps and limits to find the game format you like best. When you're ready, choose Create to start the multiplayer match.



Bot Number: 4
Bot1 : Skill: Easy
Bot2 : Skill: Medium
Bot3 : Skill: Hard
Bot4 : Skill: Insane

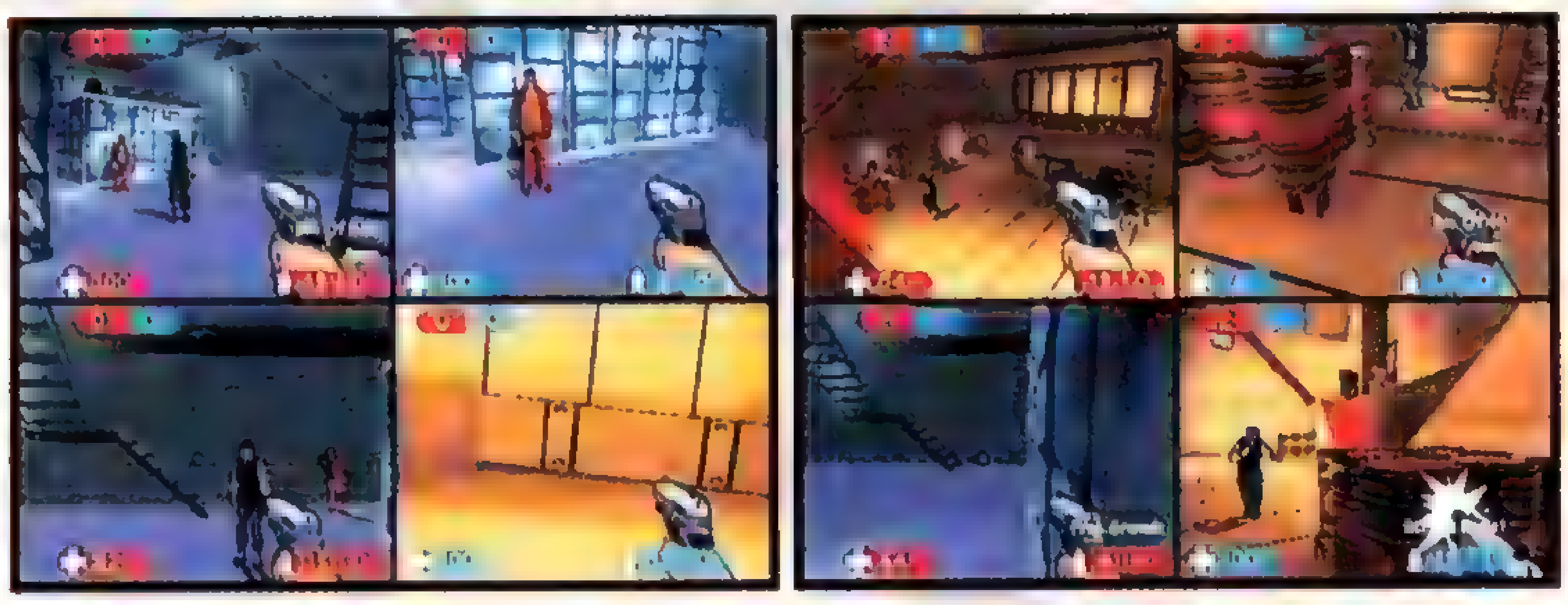
On the Bot Setup screen, you can choose how many bots you want in your match, how skilled they are and which team they are assigned to. The level of bot difficulty determines its skill with weapons, its battle awareness and its degree of ruthlessness. Check out the Player Setup screen to assign human players to teams.

Death Match



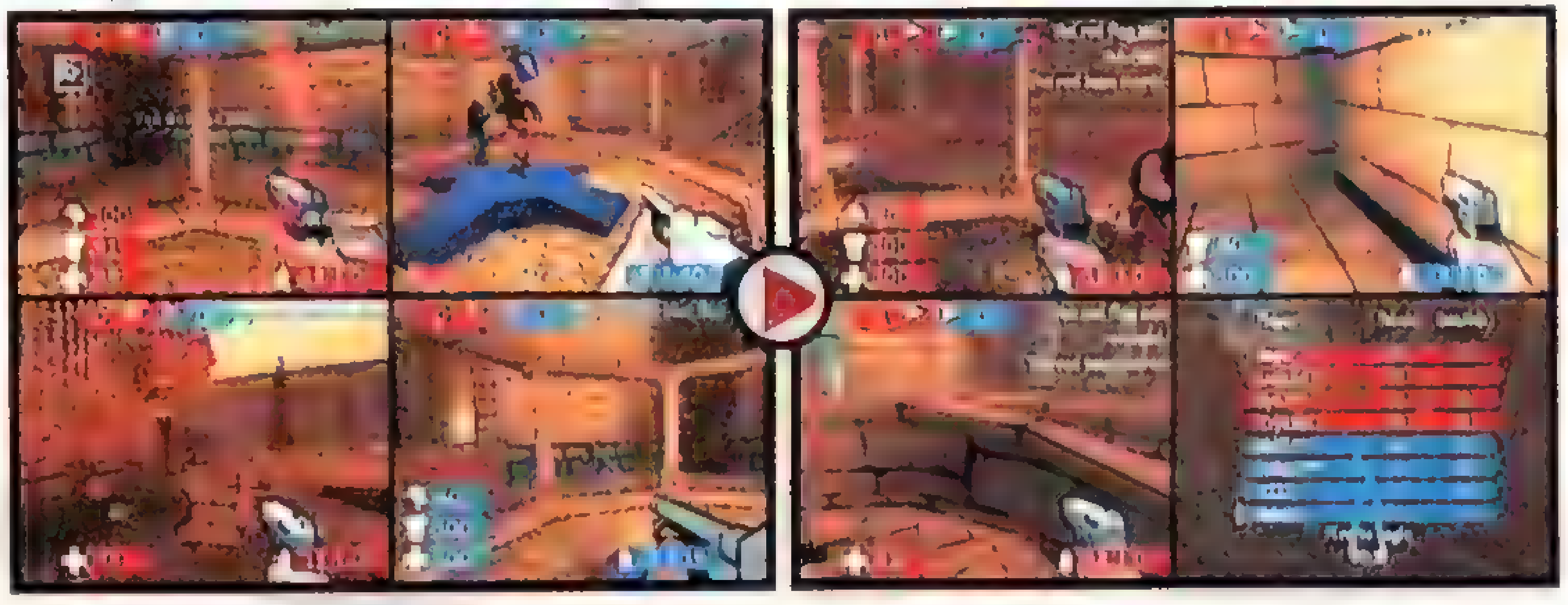
Death Match mode pits you against your friends or some bots in a frenzied multiplayer firefight. The match will last until either time has run out or someone reaches the point limit. You'll savor the moment when you hear your friends howl in disbelief as you drop them like loaded barbells.

Team Death Match



Team up with friends or a few bots for some team-vs.-team gun battles. Having an ally to watch your back is a huge tactical advantage—teamwork can crush your foes much faster than an assault rifle can.

Capture the Flag



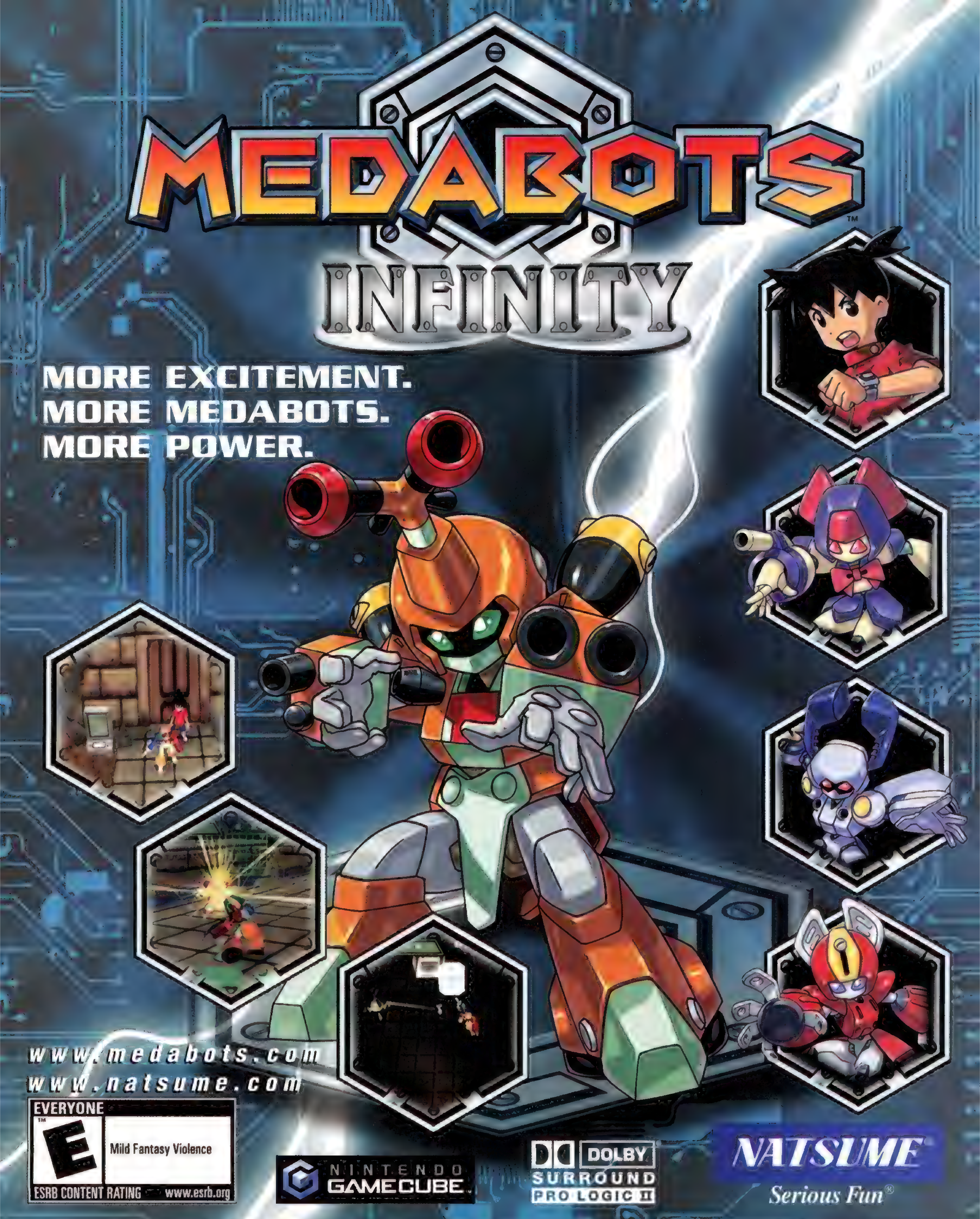
In Capture the Flag mode, you and your team must steal the enemy's flag and bring it back to your base without letting your opponent steal your flag. Teamwork is the key to striking a balance between protecting your flag and aggressively stealing your opponent's.

The Hunt

The objective in The Hunt is to track down and shoot a creepy-looking running target while it sprints around the map. The little guy grows smaller (and harder to hit) each time it is shot. You score points depending on how much damage you inflict each time you hit the target. Don't touch it, though, or you're dead!

FUGITIVE AT LARGE

You've survived several attempts on your life and joined forces with a familiar face, but you've just begun to unravel the conspiracy. As you recall more and more, you'll regain incredible skills to use against your pursuers. The all-powerful enemy lurks around every corner, but you must travel to the ends of the earth to seek what the enemy fears most—your memory.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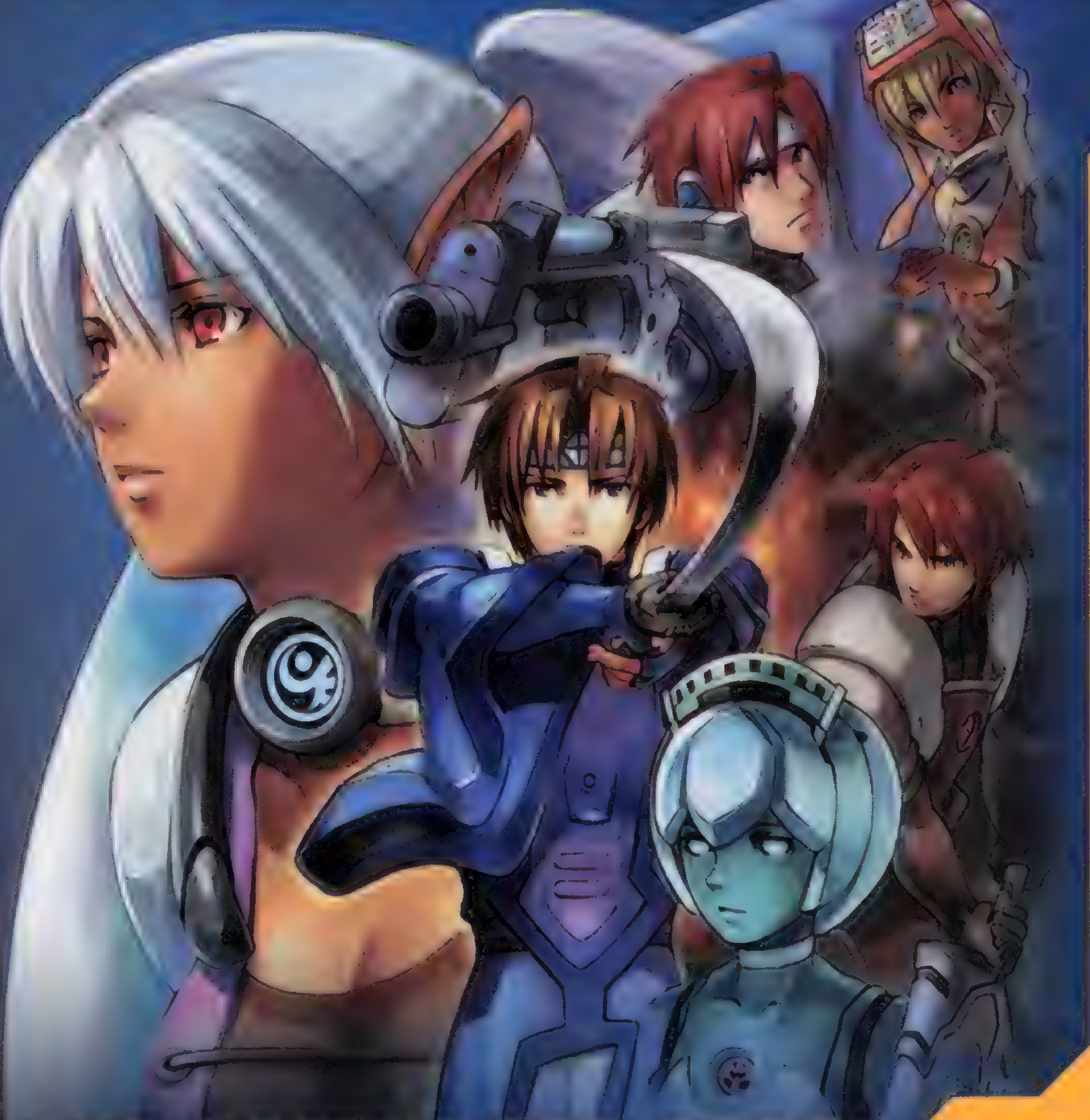
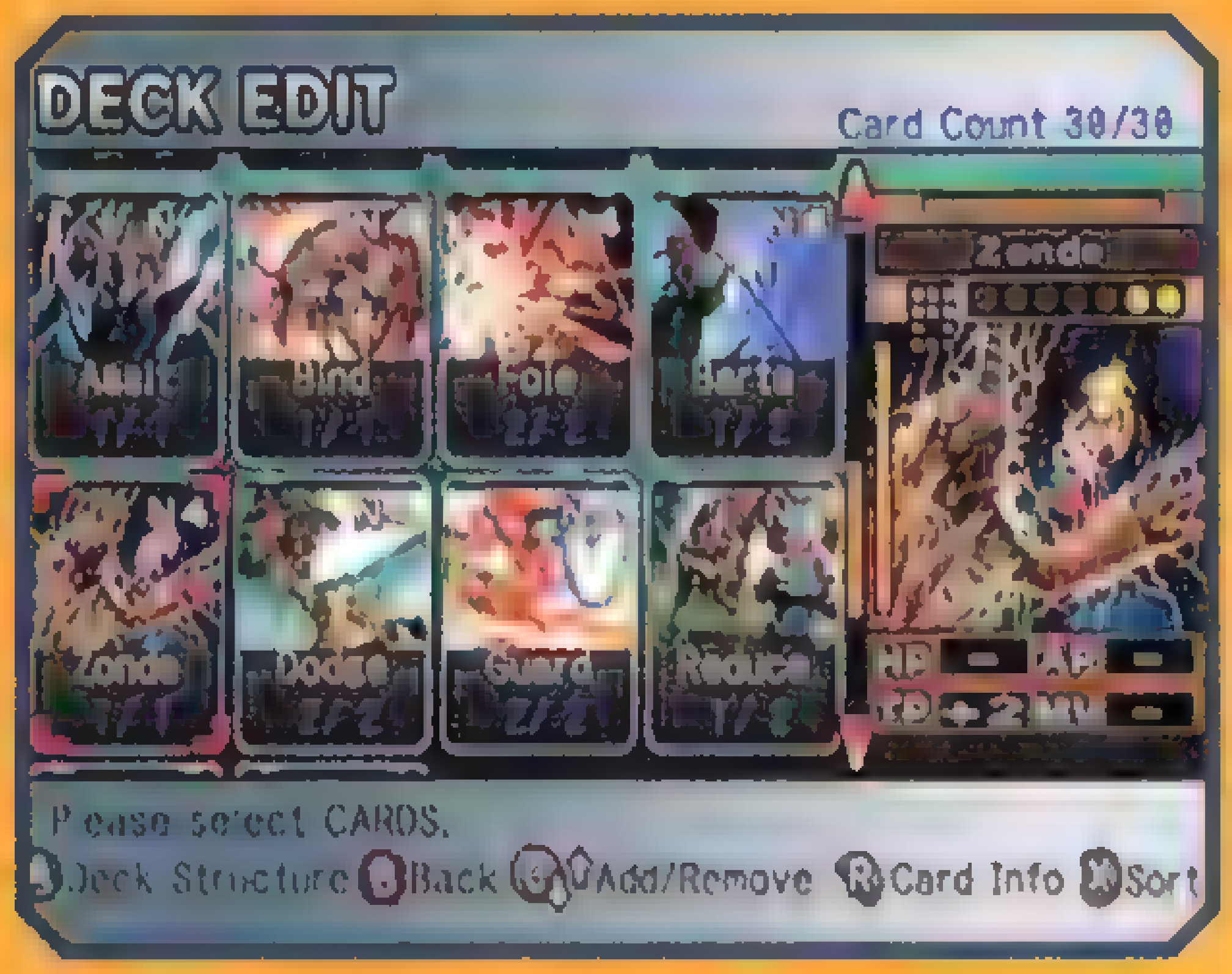
SEGA'S ONLINE REVOLUTION CONTINUES.

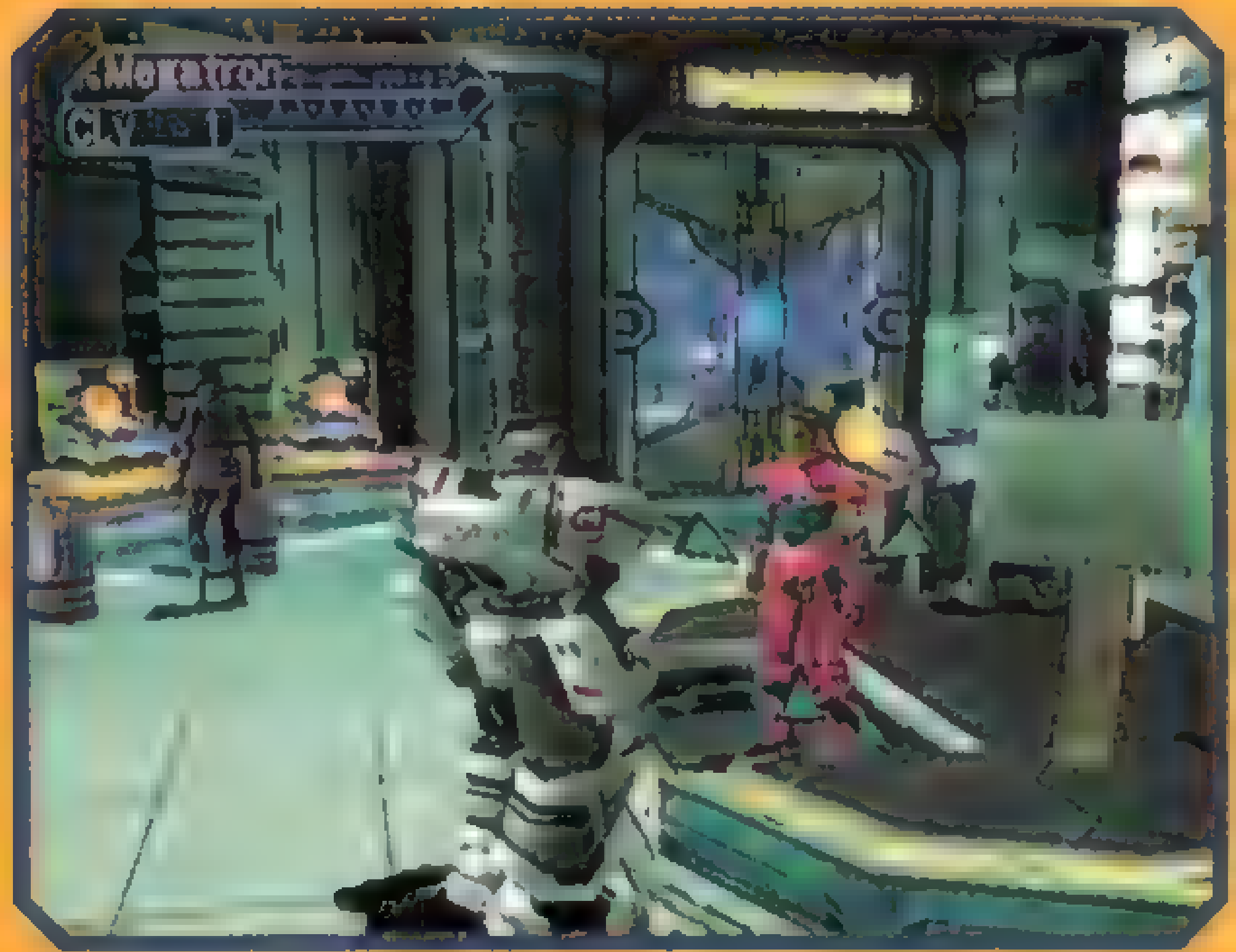
ファンタシースターオンライン
PHANTASY STAR ONLINE™ episode III
C.A.R.D. Revolution

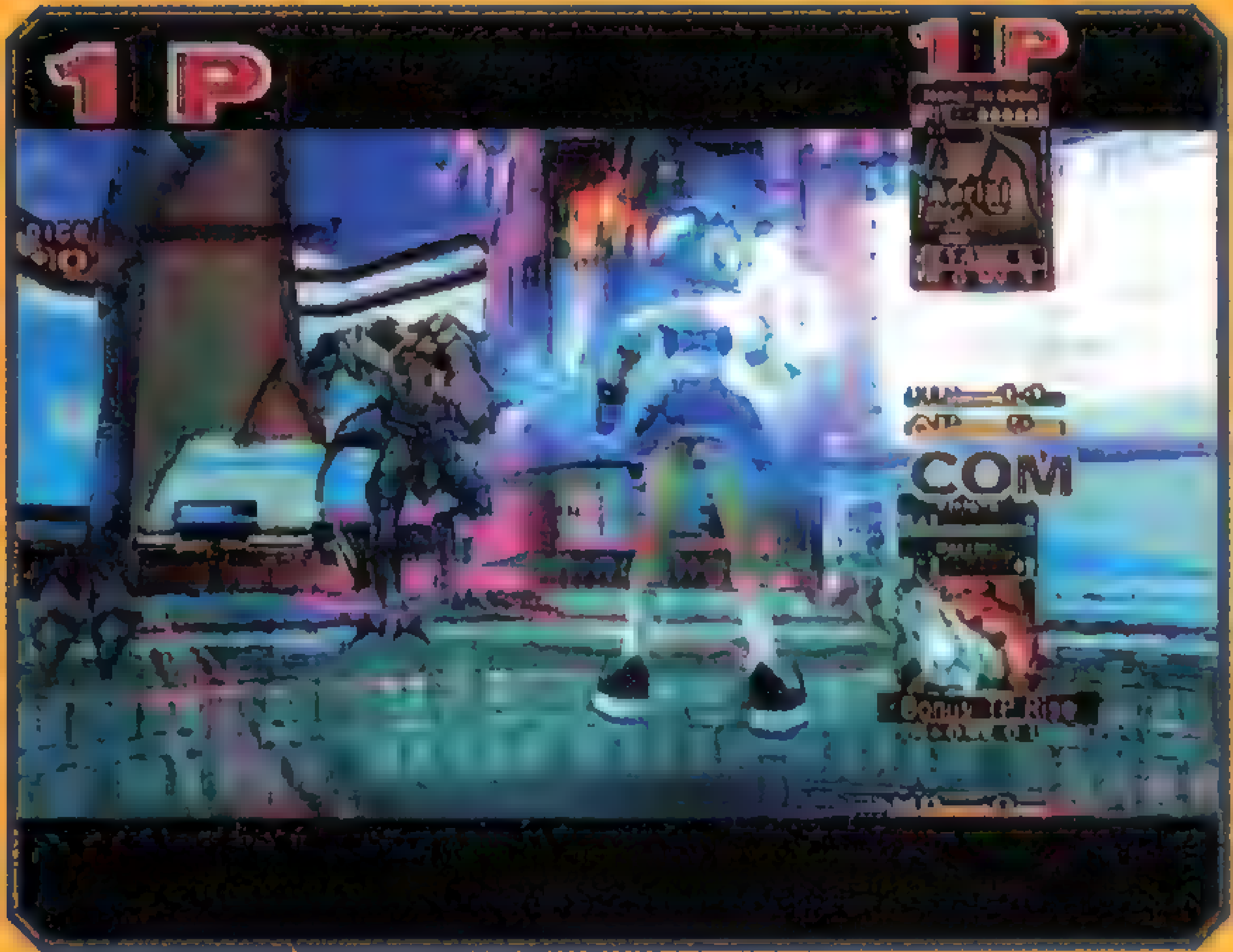


THE LATEST EPISODE OF PHANTASY STAR ONLINE IS A NINTENDO GAMECUBE EXCLUSIVE! WITH THE GCN MODEM OR BROADBAND ADAPTER, YOU CAN PLAY AND TRADE WITH FRIENDS ACROSS THE WORLD.


DECK EDIT
Card Count 30/30
Assist
Bind
Foie
Barta
Zonde
Dodge
Guard
Reduce
Zonde
HP
AP
TP +2
MV
Deck Structure
Back
Add/Remove
Card Info
Sort

Please select CARDS.





THE BATTLE FOR RAGOL

Not content to rest on their laurels, Sega and SonicTeam are once again reinventing their flagship role-playing franchise. Whereas Phantasy Star Online Episode I & II brought us action-RPGs that encouraged teamwork, PSO Episode III: C.A.R.D. Revolution will pit players against each other in turn-based card battles. The story takes place 21 years after Episode II. With her primary goal of human migration unfulfilled, the starship *Pioneer 2* remains drifting in orbit around Planet Ragol. You must choose to join either the Hunters (Hero side), a special investigation team under the command of *Pioneer 2*'s Principal Government, or the Arkz (Dark side), a resistance group that believes there are hidden motives behind the government's actions. As you'll soon discover, the two sides offer distinctly different experiences.

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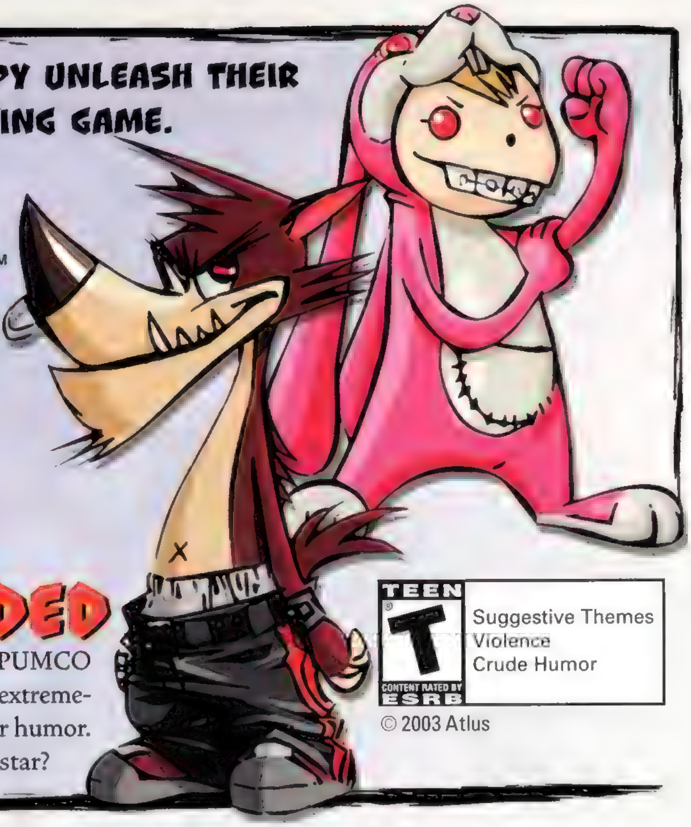

SHRED AND BE SHREDDED

The game gurus at Atlus and the wickedly talented animators at SPUMCO have joined forces to create Go! Go! Hypergrind, a cel-shaded extreme-skateboarding game saturated with bold colors, big spills and off-color humor. Do you have what it takes to become the next SPUMCO action film star?

TEEN T CONTENT RATED BY ESRB
Suggestive Themes
Violence
Crude Humor

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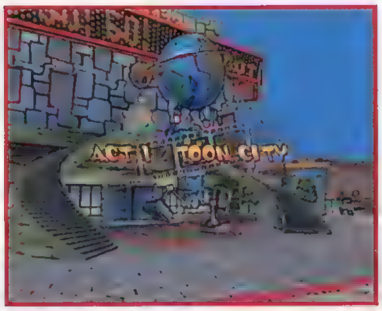
FILM SETS

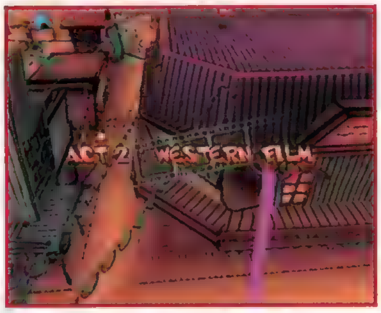
During the grueling SPUMCO audition process, you'll have a chance to show off your star potential on eight movie sets packed with opportunities for Negative Reactions, in which you burn, impale, electrocute or behead yourself for the audience's amusement. Here's the lowdown on the first three film sets you'll be skating.

Act 1: Toon City



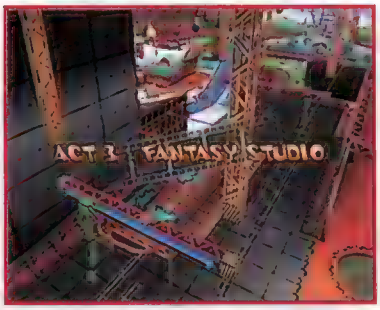
Bustling Toon City features all the amenities of modern urban living—barrels of burning oil, buxom billboards and a serious traffic problem. While you're out exploring, look for the giant robot holding a globe above its head. Try grinding down the flag-lined rope and onto the red ring. Press the X Button just as you run into the golden moon to bring the entire globe crashing down.

Act 2: Western Film



The rootin'-tootin' Western Film set is sprinkled with spiny cacti, gold coins and barrels bursting with TNT. Try catching yourself on fire over a flame and heading to the clearing that's littered with TNT barrels. If you perform a Negative Reaction on a barrel and blast yourself to smithereens, you can leapfrog from barrel to barrel, exploding a long string of casks.

Act 3: Fantasy Studio

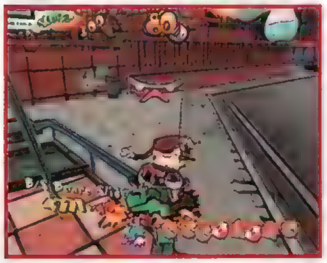


The Fantasy Studio's eclectic mix of picture-perfect castles, supersized mushrooms and candy-coated houses are perfect for any film's dream (or nightmare) sequence. Ride up the snowy half-pipe that climbs into the sky and perform a Negative Reaction on the swinging boot at the top to propel yourself into a giant star above. When you hit, the star will rain stardust on the plants below, causing them to mutate!

STORY MODE

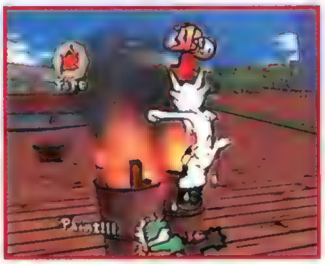
Coach Kevin will test your skating and stage-performance prowess in a lengthy audition that spans eight acts. The game offers six challenges in all; every act contains five rounds, each with a unique type of challenge. You'd better wow the audience to stay near the top of the leaderboard, or you'll get dropped from the audition like an anvil.

High Score



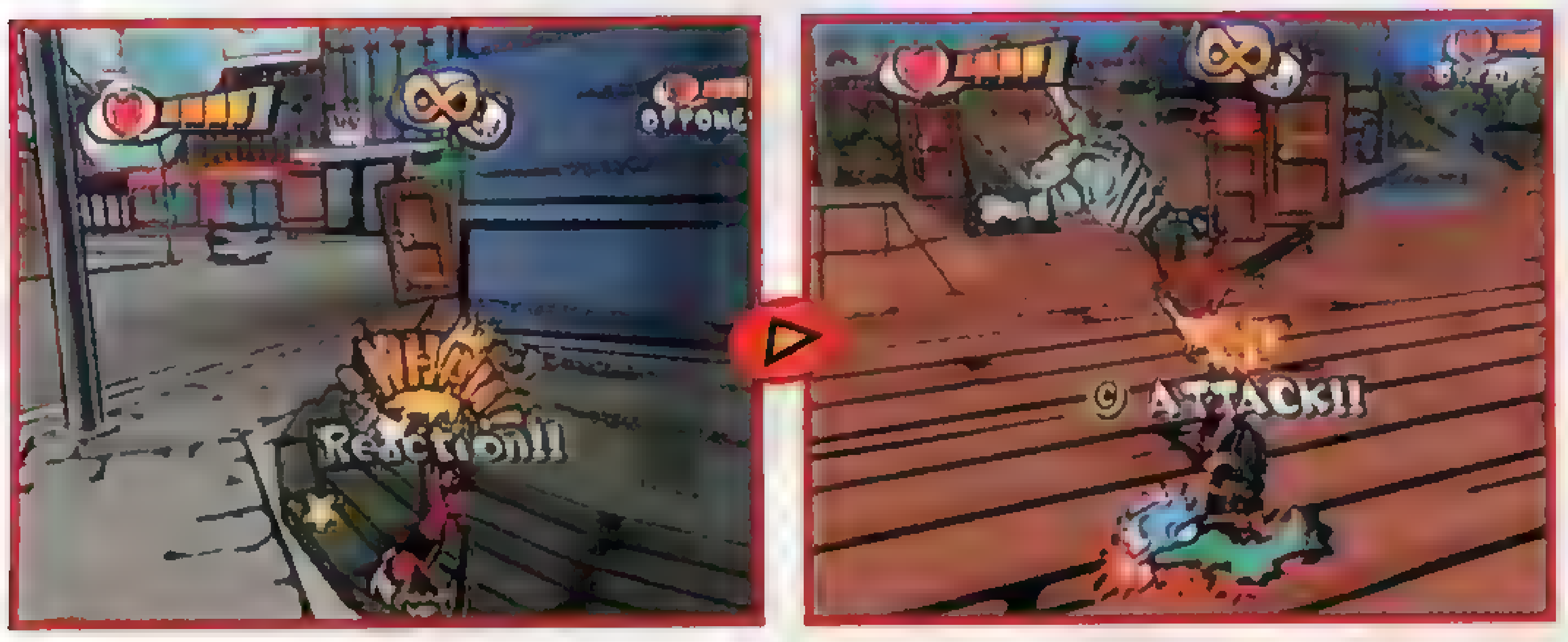
The goal in High Score is straightforward—rack up as many points as possible before time runs out. The best way to earn an absurd point total is to link a string of Negative Reactions together. As soon as you humiliate yourself, quickly perform another Negative Reaction before the meter runs out. Even after time expires, you can keep linking Reactions until you finish or fall.

Simon Says



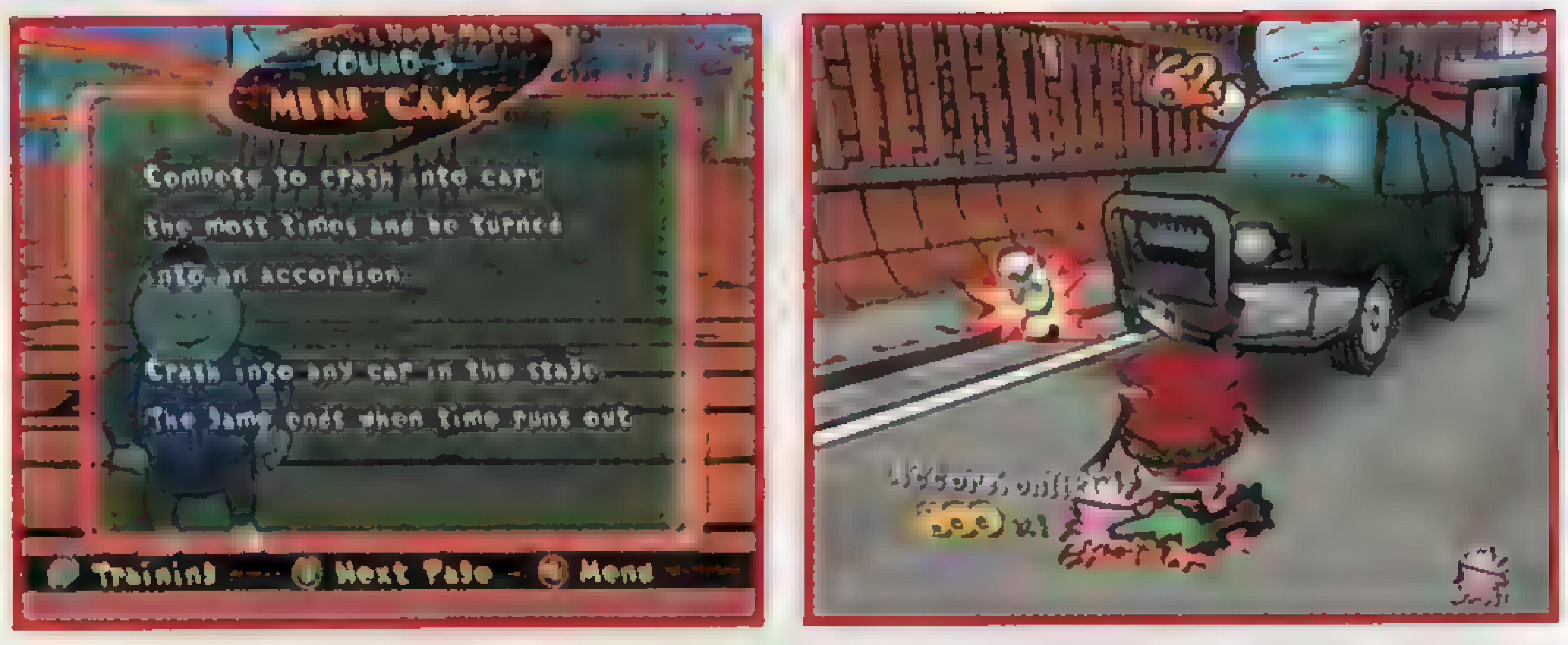
Just like the old children's game, the Simon Says challenge is all about following directions. To gain an edge, scout out all of a stage's Negative Appeals during a practice session. In the actual challenge, look at the icon at the bottom of the screen and seek out and perform the Negative Reaction that will give you the kind of damage Simon's asking for.

Battle



Unleash your toon aggressions on your opponent in a Battle challenge. Complete Negative Reactions to arm yourself with weapons, then use them to injure and slay your cel-shaded nemesis.

Minigames

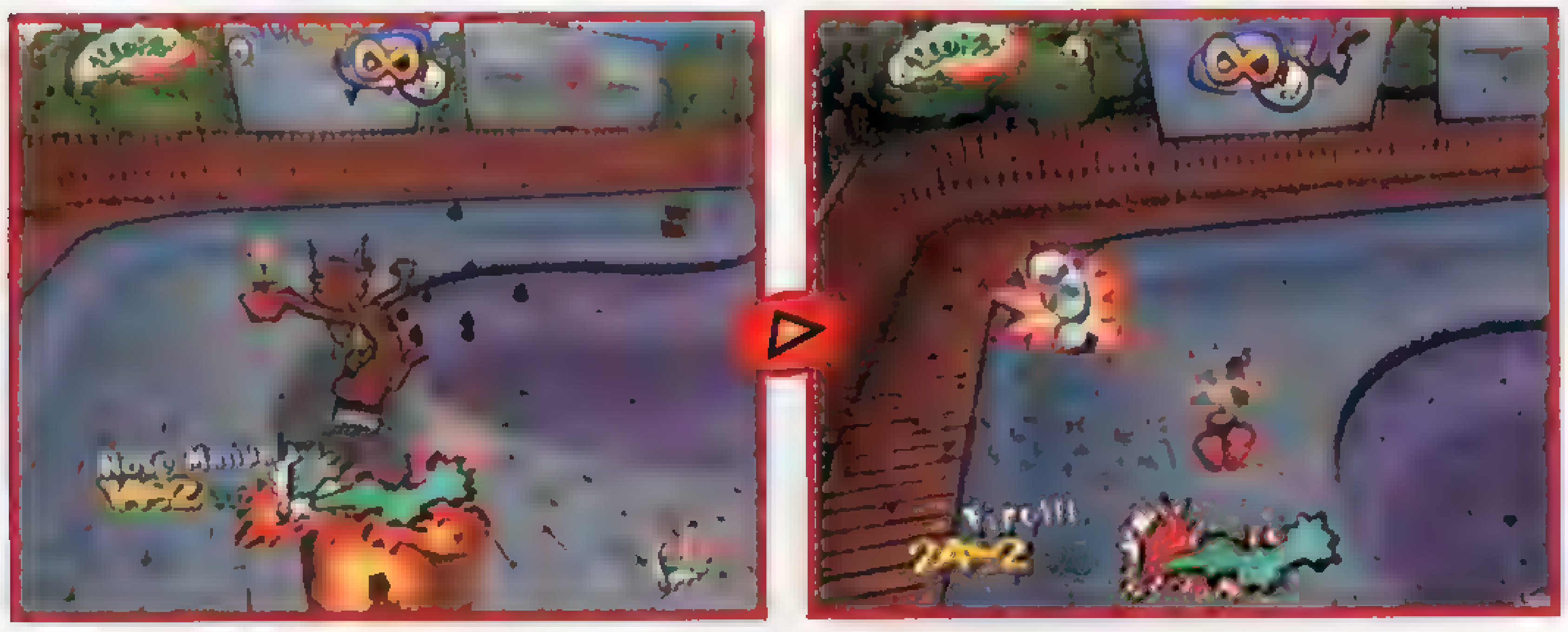


Compete to crash into cars the most times and be turned into an accordion.

Crash into any car in the stage.
The game ends when time runs out.

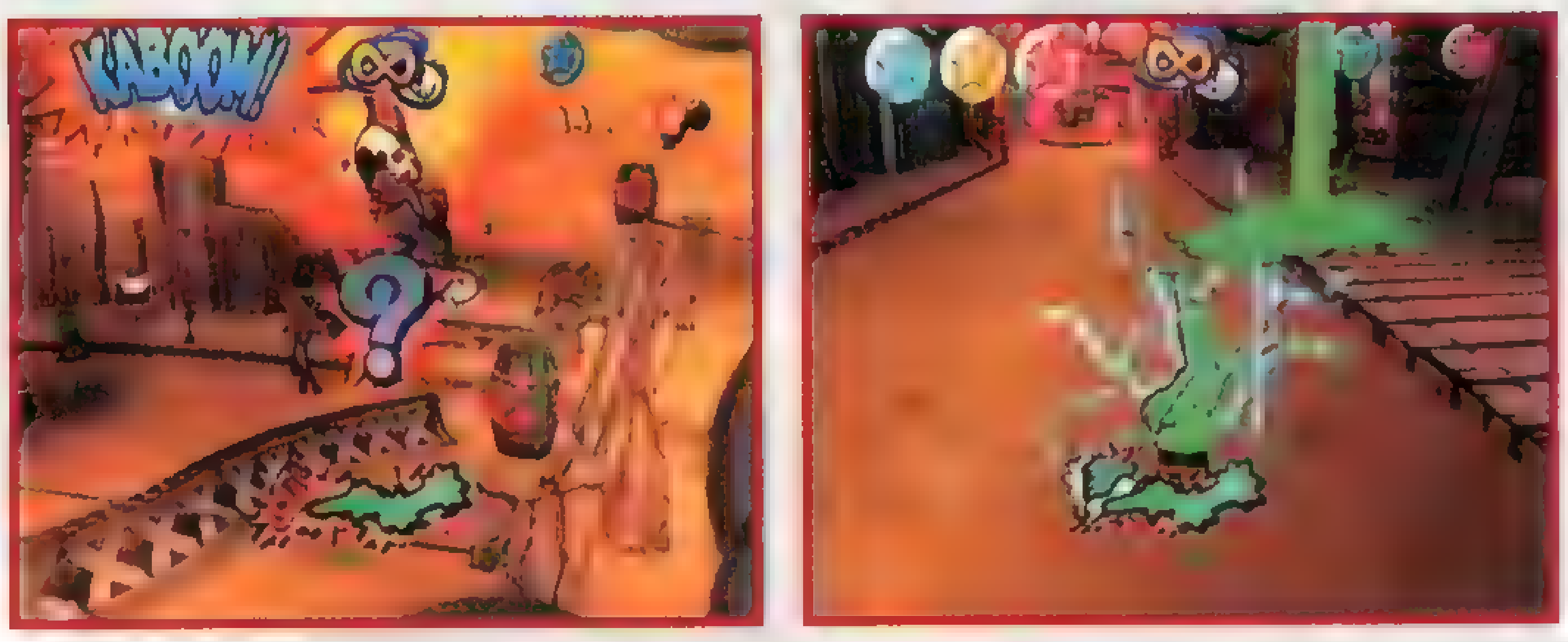
Every act has a unique minigame challenge that draws on the local scenery. In Act 1, the goal is to roam the streets and perform Negative Reactions on cars to get flattened.

1 Link Appeal



In 1 Link Appeal, you've got only two tries to link together the most massive trick you can imagine—and somehow land it successfully. If you wipe out, you'll break the link and lose one of your tries.

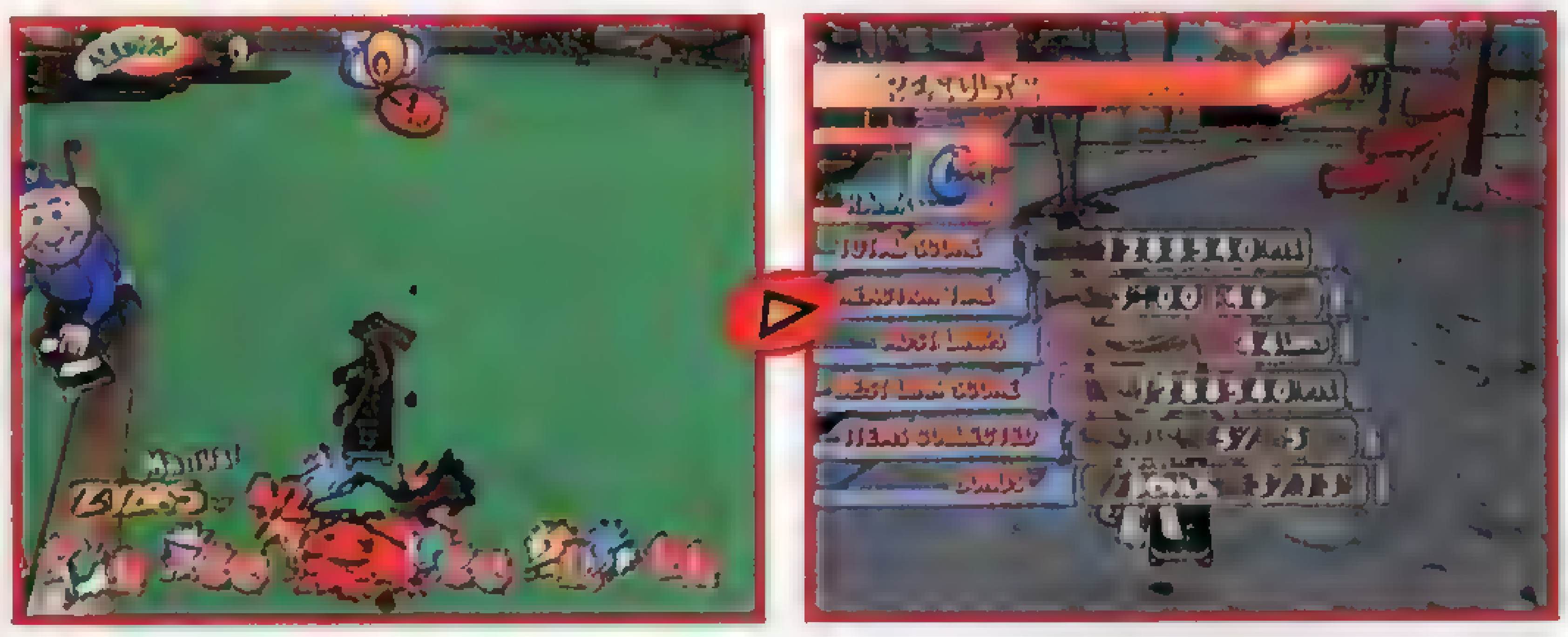
Race



The objective in Race is to collect three colored coins by landing certain Reactions. You'll need to experiment to learn how to earn each coin. When you've collected all three, enter the red door to finish.

FREERIDING

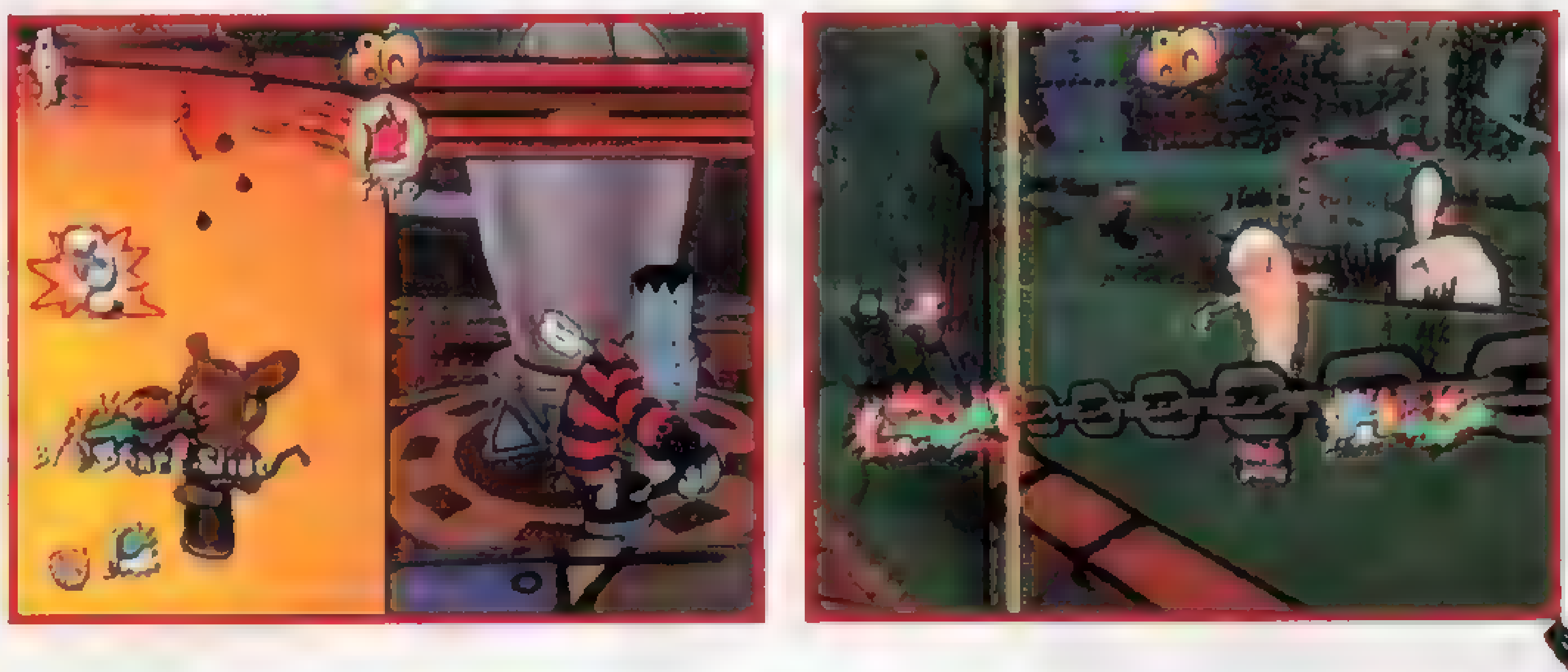
In Freeride mode, you can participate in a Free Ride or a Single Session (which gives you two minutes to unleash the illest tricks in your arsenal). If you've got the hot skills, you may earn a prize.



When you finish a Freeride Single Session, you may earn a rank for your performance. If you complete a secret requirement, you'll achieve one of 12 elite ranks and receive a special prize, such as a bonus SPUMCO illustration. Each stage has 12 bonus items to collect.

VS. MODE

Show your friends that you're the dominant toon by humiliating them in Vs. mode competition. Duel in challenges like Battle and Race, or try Push, a frantic multiplayer challenge exclusive to Vs. mode.



In a Push challenge, you must land Appeals and Reactions to move the line that separates the two sides of the split screen. As you stick crazy tricks, the line will inch toward your opponent, giving you a better view of the action and pushing your foe off the screen.

Vert
PLAYER
Vert
ZOOM

KEEP ON GRINDIN'

Go! Go! Hypergrind's superbly stylized characters, dark humor and fiendishly addictive gameplay make it one of the most original titles in a long time. There's plenty to unlock, including a massive quantity of collectibles and new characters such as Vert, a barbell-bending feline with a neck like the trunk of a redwood. Check out nintendo.com for further detail on the bizarre title and Classified Information for loads of freaky codes.

GOT GAME?
NFL
STREET

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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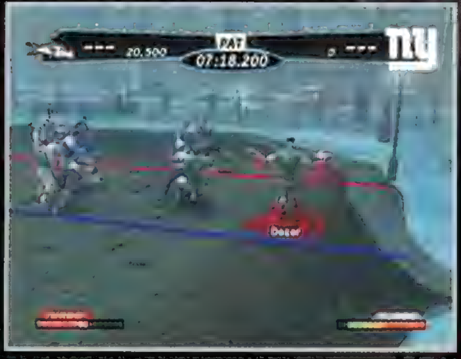
MEANER THAN THE MEAN STREETS!

EA Sports Big does it again! The publisher that brought you the NBA Street franchise and Def Jam Vendetta rules the parks, playgrounds and urban intersections with a tough-as-concrete football freakshow that will make Joe Horn hang up the phone and Terrell Owens put away his Sharpie. It's seven-on-seven gridiron guts and grit with showboat style and in-your-face finesse. Put on your pads and prepare for a fourteen-player pileup with all-stars, lots of modes and ground-shaking plays.

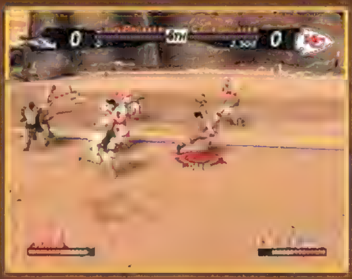
NO HARM, NO FOUL—NFL STREET IS REFEREE FREE



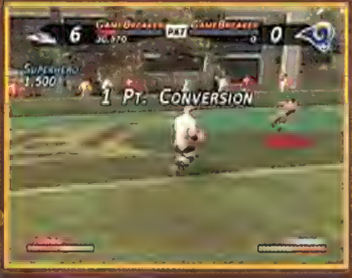
Unsportsmanlike conduct, taunting, showing up the other team—they're all part of the game in NFL Street for CGN. The whistle never blows and the action keeps on flowing.

YOU'VE GOT TO DRIVE TO STAY ALIVE. IT'S SIX POINTS OR BUST!

Go for it on fourth and long. Kicking is not an option. You'll either convert or you'll turn it over—that's football at its essence. When your back is against the wall, put your head down, crash through the defense and go. With a strong effort, you'll cross the line.



Kicking is for cowards. Fourth down is your last chance to cross the yellow line before the other guys get the ball. Go with your money play.

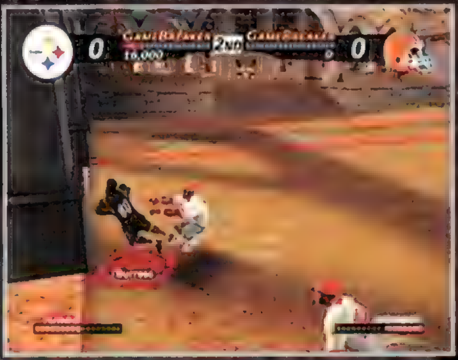


After you get six, you can execute a run play from a few yards out and score another point, or pass and get into the end zone for two points.

AND WHAT? TALK BIG, PLAY BIGGER.

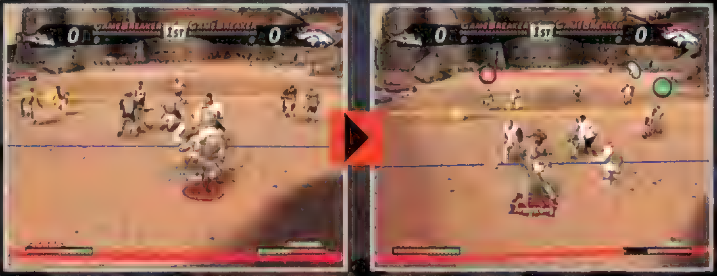
Trash talking is part of the fun, but you've got to have the game to back it up. Knowledge and practice of the fundamentals go a long way, especially on defense. If you can engineer a stop deep in your opponents' territory, you're as good as gold. Study the situation, read the other team and execute. Since the whole roster plays on both sides of the ball, you'll do well by selecting and developing well-rounded players—there's no room for specialists.

PLAY THE LINES



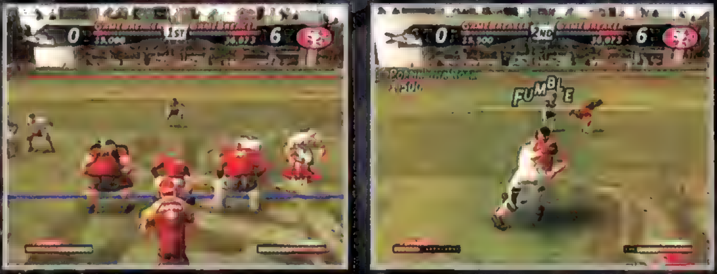
The game's seven fields vary in size, but they're all smaller than a standard football gridiron. A long-developing pass play could easily go beyond the bounds of the field. If your players are fumble-prone, have them run close to the sidelines. They'll go out of bounds before they give up the ball.

OFFENSIVE SURPRISE—START WITH A TRICK PASS



By starting your first possession with a play-action pass from the Trick Plays menu, you'll stand a good chance of surprising the other team's secondary and finding an open man downfield. If it works, you'll get great field position and 10,000 quick Style Points. If it doesn't, you'll have three more plays to redeem yourself by gutting it out on the ground.

STUFF 'EM AND SNUFF 'EM

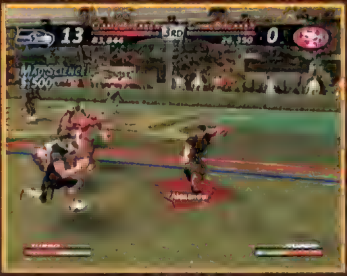


It pays to be aggressive on defense, especially when your opponents are starting a drive. Blitz often and try to keep the other guys off balance. A big single-play score is not worth as many Style Points as a long scoring drive. If your blitz fails and your opponents score in a hurry, you'll still have an opportunity to win the race for Gamebreakers.

TAKE THE MOMENTUM WITH A GAMEBREAKER

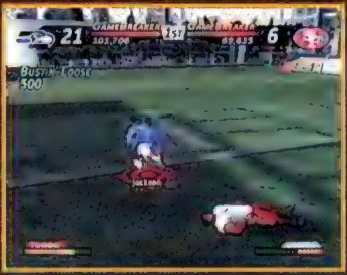
Style Points fill your Gamebreaker meter. Once the meter is full, you can cast a shadow over the field and make your players faster and stronger for the duration of the possession. If you score while your opponents have a Gamebreaker on, you'll earn major Style Points.

Build your breaker with style and combos



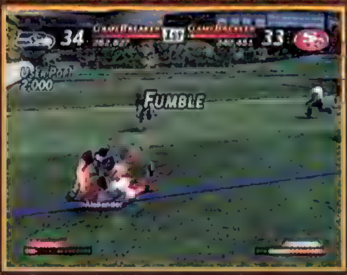
Press L when you've got the ball to show off and earn Style Points, but don't let your opponents catch up to you, or you'll risk a fumble. Combo plays with pitches, broken tackles, jukes and first downs also score lots of Style Points and get you closer to a Gamebreaker.

Execute on offense and go for the big play



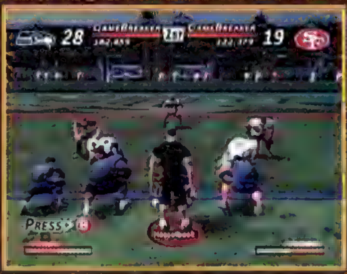
Gamebreakers give your players extra speed and toughness. Dial one in before the first play in a possession to plow through the defense and score in a hurry. After you get six, swing an easy pass play for an almost-guaranteed two-point conversion.

Get the ball back with a defensive breaker



NFL Street is offensively oriented. If you have a hard time stopping the other team straight up, give your squad the advantage with a Gamebreaker. More often than not, you'll knock the ball loose and regain possession in a hurry.

Stop a gamebreaker with one of your own

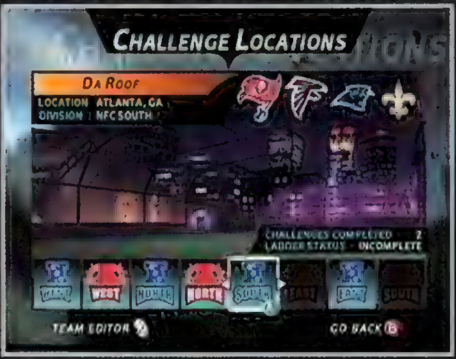


If the game is on the line and the other team has initiated a Gamebreaker, your best move is to call your own Gamebreaker to neutralize the playing field. The Gamebreakers will cancel each other out.

TEAM DEVELOPMENT: THE ULTIMATE CHALLENGE

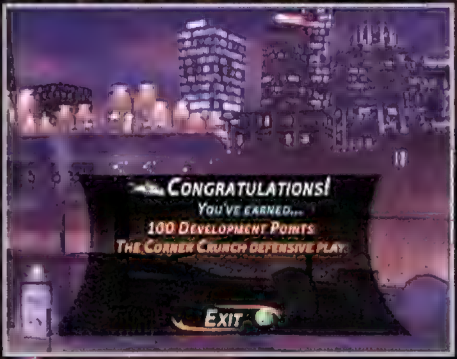
The NFL Challenge tests your team-development skills. You'll start with a squad of arena-football rejects and work toward beating every team in the NFL, one division at a time. Between games, you can enter challenges to earn Development Points, new plays, skill-enhancing equipment and even players from NFL squads. Every challenge requires tokens. Once you've bought into a challenge, you can try it multiple times without spending more tokens.

TAKE ON CHALLENGES IN EVERY DIVISION


CHALLENGE LOCATIONS
DA ROOF
LOCATION ATLANTA, GA
DIVISION NFC SOUTH
CHALLENGES COMPLETED 2
LADDER STATUS INCOMPLETE
WEST
NORTH
SOUTH
EAST
TEAM EDITOR
GO BACK

The eight NFL divisions each offer 24 team-building challenges. You'll have access to challenges in two divisions (the AFC West and the NFC West) from the start. As you climb up the ladder, you'll unlock more.

START SLOW AND GAIN MOMENTUM


CONGRATULATIONS!
YOU'VE EARNED...
100 DEVELOPMENT POINTS
THE CORNER CRUNCH DEFENSIVE PLAY

Challenges range in difficulty. Start with a few of the No Skills tests to earn Development Points in a hurry, and spend the points on abilities for your key players. With advanced skills, you'll be ready to take on tougher challenges or conquer a division on the NFL ladder.

MASTER YOUR MOVES TO TAKE THE LEAD IN STYLE-POINT CHALLENGES AND SPECIALTY-MANEUVER TESTS

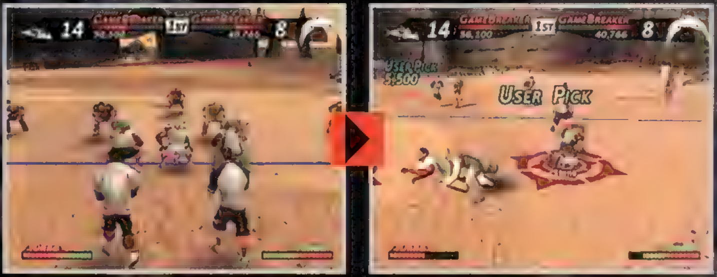
1ST
DROPPIN' SCIENCE 5,000

Some challenges require that you beat your opponent to a Style Point goal. You'll maximize your Style Points on offense by mounting a slow drive to the end zone. Earn as many first downs in each drive as possible, initiate Style moves whenever you're on your own, and string together impressive combos.

GAMEBREAKER
1ST
HURRICANE 5,000

Before you take on a challenge that asks you to perform particular moves (pitches, stiff arms), develop your players so that they have the right skills for the task. If you need spins and jukes, for example, enhance your primary ball carrier's agility before you enter the challenge.

GO FOR INTERCEPTIONS IN DEFENSIVE SKILL CHALLENGES


GAMEBREAKER
1ST
USER PICK 5,500
USER PICK

In some advanced challenges, you'll have to make a defensive stand or score a defensive touchdown. Select a Spy defense and watch the routes. As soon as the quarterback throws, make your move. If you can get near the ball, you'll have a good chance of getting the pick or a deflection.

WHEN TIME IS TIGHT, BIG PLAYS RULE

GAMEBREAKER
1ST
03:42.450
03:41.150

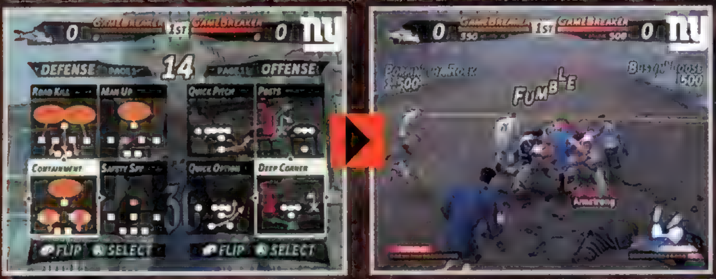
Challenges that give you a set time to reach a scoring goal are opportunities to try big plays. If you're confident that you can get a TD on every drive, let your opponents score quickly to get the ball back in your hands. After you score, do the math to decide between a one- and a two-point conversion. If it will reduce the total required scores, go for two.

BUILD A BALANCED OFFENSE

GAMEBREAKER
1ST
MOVIN' DA CHAINS 3,000
1ST DOWN
REPLAY
DROP-OFF 5,000

Many challenges call for a variety of offensive accomplishments (running for a touchdown, passing for a touchdown, passing and pitching quotas). Although running plays may turn out to be your bread and butter, be sure to develop your quarterback's passing skills and a receiver's catching skills to prepare for passing-oriented challenges.

GAMEBREAKERS: YOU CAN ONLY HOPE TO CONTAIN THEM



A lot of challenges require you to outscore the opposing team, in addition to performing other tasks. You can win the war by notching a victory in the battle of the Gamebreakers. When your opponents execute an offensive Gamebreaker, try the Containment run-defense play. You'll have a good chance of forcing a fumble and stopping the Gamebreaker short.

SCORE BIG WITH A GOAL-LINE STAND

GAMEBREAKER
3RD
GAMEBREAKER

The challenges that have you defend against a goal-line stand are among the most difficult, but also the most rewarding. Build your players' defensive skills before you take on a goal-line stand, then execute a defense that will spread your players across the field, such as the Outer Attack.

Stay back and read the play before you react. If the offense runs, line your player up for a Defensive Power Move (press L and B simultaneously) to knock the ball out of the runner's hands. If your adversaries attempt a pass, take control over the closest defender and try to bat the ball away, or intercept it. You've got to hold them for four plays only.

TAKE ON TOUGH CHALLENGES WITH A BEEFED-UP SQUAD

Advanced challenges require advanced skills. If you take on a challenge that asks you to shut out your opponents, go into the test with a team that offers strong coverage and can put on the pressure. Save your Gamebreakers for when you're on defense and go for the quick turnovers.

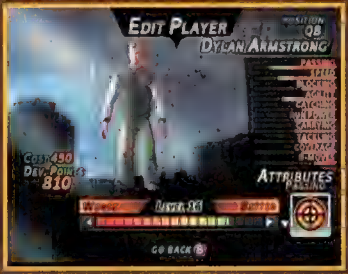
TOUCHDOWN
REPLAY

Among the trickiest challenges are the ones that call for a score on your first play or a defensive score. If you need to run it in immediately, call a play that works with your team's strengths. If you need to score on defense, go for an early fumble then lateral to your best runner.

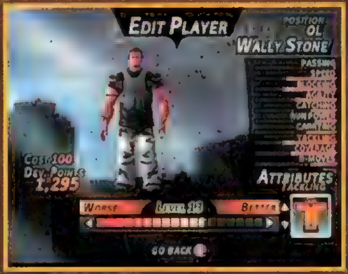
BUILDING THE PERFECT SQUAD TAKES DEDICATION, TIME AND A HEAP OF SUCCESSFUL CHALLENGES

Picture the team that you want to take through the NFL ladder and build it, brick by brick, between challenges. Start with the players who will make the biggest contributions. The stronger your team becomes during the challenge phase, the easier it will be to accomplish the big tests.

Focus on skills that will get the job done

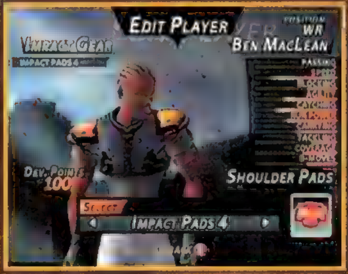


For offensive strength, pump up your quarterback's Passing attribute and your primary receiver's Catching and Agility attributes. If you prefer a ground attack, focus on your running back's Run Power and Carrying stats.

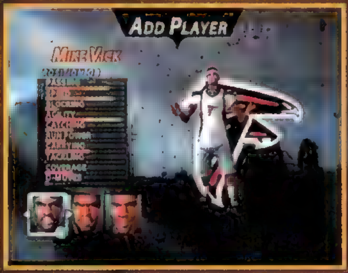


Since offensive success comes more naturally than defensive success in NFL Street, you'll do well by increasing the strength of your defense first. Give your linemen stronger Tackling and Speed attributes and your defensive backs better Coverage attributes.

Create an impact with gear and new players



By winning Impact challenges, you'll earn Impact Gear—clothing that pumps up your player's stats in specific areas. You'll need a lot of Development Points to add to a player's strongest attributes, but by suiting up your team with the right Impact Gear, you can save those points.

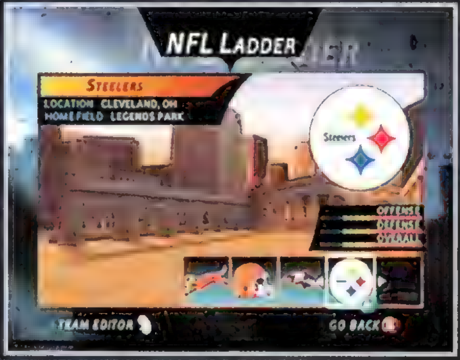


The challenges that cost the most tokens reward you with the player of your choice from the squad that you defeated. Wait until you've built your team and defeated at least one division in the NFL ladder to earn more tokens before you mine other teams for players.

CLIMB THE LADDER FOR GLORY AND TOKENS

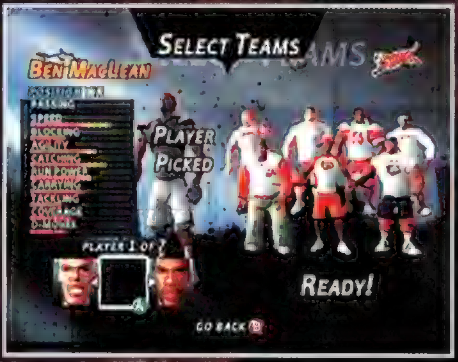
The NFL ladder pits your team against squads made up of the best players on every NFL team. After you defeat all four teams in a division, you'll take on a group of seven all-stars from the division for a winner-take-all showdown. A victory will earn you tokens that you can use to enter more challenges plus the pick of divisions to play against next. Select a weak division first, such as the AFC North, and work your way to bigger challenges.

MAKE A STATEMENT EARLY BY TAKING ON THE TOP DOGS


NFL LADDER
STEELERS
LOCATION CLEVELAND, OH
HOME FIELD LEGENDS PARK
Steelers
OFFENSE
DEFENSE
OVERALL
TEAM EDITOR
GO BACK

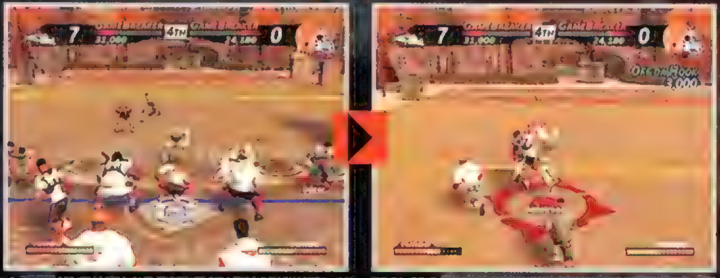
When you enter a new division, let your first victim be the strongest squad of the four, such as the AFC North's Steelers. After your victory, it'll be smooth sailing until you go up against the division all-stars.

PUT YOUR BEST PLAYERS FORWARD


SELECT TEAMS
BEN MACLEAN
PASSING
SPEED
BLOCKING
AGILITY
CATCHING
RUN POWER
CARRYING
TACKLING
COVERAGE
D-MOVES
PLAYER PICKED
PLAYER 1 OF 7
READY!
GO BACK

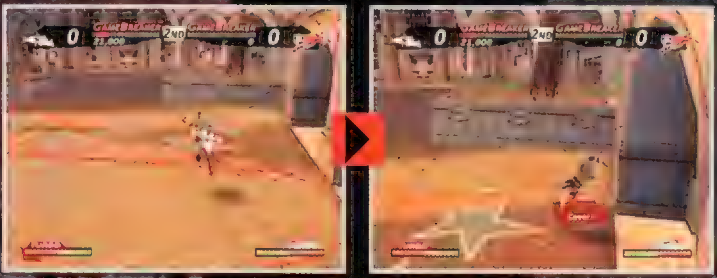
When you begin, you'll have only seven players to choose from, making your squad selection simple. Choose Auto Pick to put the players in their places. Once you start to win players from other teams, you'll want to hand-pick your onfield squad from the pool of available players.

PUT ON THE DEFENSIVE PRESSURE


7
4TH
0
GAMEBREAKER
ORCA HOOK

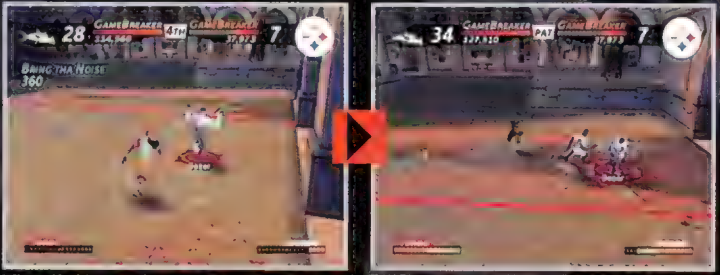
In a game to 36 in which you get the ball first, you may have to engineer only one defensive stop to get the win. Even in passing situations, you'll do well by sending at least one of your players across the line in a hurry to rush the opposing quarterback.

IT'S NOT OVER 'TIL IT'S OVER


0
2ND
0
GAMEBREAKER

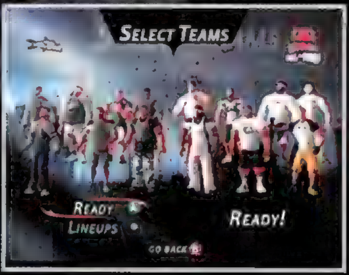
The ball's not dead until it hits the ground. If a pass is batted into the air, switch control to the player closest to the ball and dive for the target on the ground. You'll have to be aggressive and make every opportunity count to beat the best teams.

PUT THE NAIL IN THE COFFIN WITH A GAMEBREAKER


28
4TH
7
34
PAT
7
GAMEBREAKER
BRING THA NOISE
360

The easiest way to achieve a score of 36 is to get four touchdowns followed by one-point conversions and one touchdown accompanied by a two-point conversion. If you score a touchdown with help from an offensive Gamebreaker, take the opportunity to go for a two-pointer while the Gamebreaker is still on.

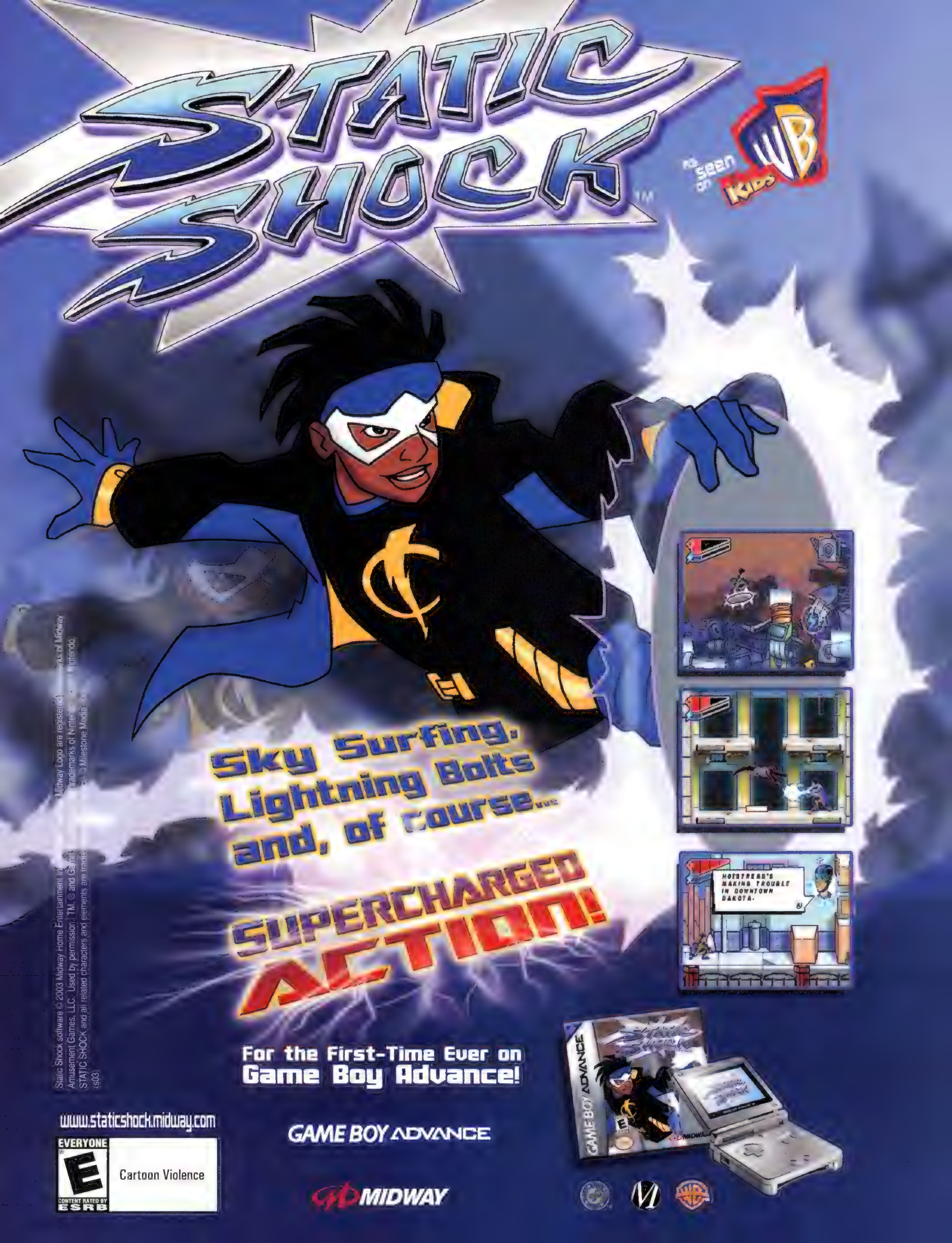
PREPARE FOR A BATTLE AGAINST THE BEST


SELECT TEAMS
READY
LINEUPS
READY!
GO BACK

The big test in every division is the battle for the trophy against the division's best players. In preparation for the war, spend all of your tokens on challenges and build the best possible squad with Development Points and Impact Gear.

AIR IT OUT. THIS ONE IS FOR THE WIN!

The NFL Challenge is only one of NFL Street's block-rocking modes. In a Quick Game, you can select any NFL team to take on another ready-made squad. In a Pickup Game, you'll assemble your team by choosing from 40 NFL stars. Both additional modes accommodate up to four players. Get your thumbs ready for glory, then send the ball flying to the end zone.


as seen on
Kids' WB
HOTSTREAK'S MAKING TROUBLE IN DOWNTOWN DAKOTA.
GAME BOY ADVANCE
Static Shock
MIDWAY

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Sky Surfing, Lightning Bolts and, of course...

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EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

GAME BOY ADVANCE

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CLASSIFIED iNFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

BILLY HATCHER AND THE GIANT EGG
CHICK COIN LOCATIONS—PAGE 62

Classified Information is jam-packed with a veritable potpourri of codes and strategies this month. We've got everything from cheats to help you become a better skater in Tony Hawk's Underground to the strategies you'll need to make the cat from ChuChu Rocket appear in Billy Hatcher and the Giant Egg. Variety, after all, is the spice of life. Mmmm ... variety.

BILLY HATCHER AND THE GIANT EGG GCN
GO! GO! HYPERGRIND GCN
MARIO & LUIGI: SUPERSTAR SAGA GBA
MEDAL OF HONOR: RISING SUN GCN
NEED FOR SPEED: UNDERGROUND GCN
SSX 3 GCN
TONY HAWK'S UNDERGROUND GCN

GO! GO! HYPERGRIND GCN

WHEEL DEALS

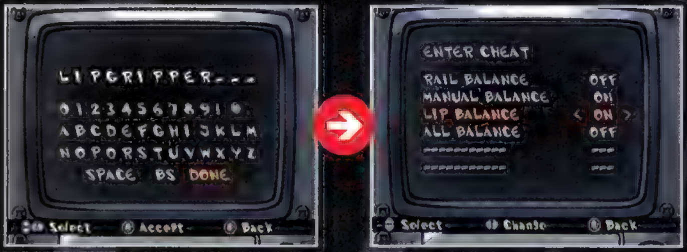
GIVE YOUR BOARDER IMPOSSIBLE ABILITIES AND GREAT GEAR.

Atlus's zany take on cartoon skateboarding is chock-full of codes that improve your ride, add style and give you great art extras. You'll find the cheat-entry interface in the Options menu. Use it to enter any of the following codes. Successful code entry will cause a chorus of characters to shout, "Yo, yo, yo. We did it bro!"

IMPROVE BALANCE AND SPIN ABILITY

Five codes affect your balance and spin skills. A sixth code allows you to score comedic reactions when rolling into dangerous situations, even if you don't press the X Button at the right time. Code descriptions for the entire grouping and their current status (on or off) appear on the Cheats screen as soon as you unlock them. Their default setting is "off." Highlight a cheat and press the A Button to toggle it on.

CODE	RESULT
PROGRINDER	EARN PERFECT RAIL BALANCE
MANUALMASTER	EARN PERFECT MANUAL BALANCE
LIPGRIPPER	EARN PERFECT LIP BALANCE
STABILIZER	EARN PERFECT ALL-AROUND BALANCE
RUBBERNECKER	SPIN FASTER
AUTOREACTION	SCORE REACTIONS WITHOUT PRESSING X



LIPGRIPPER

ENTER CHEAT

RAIL BALANCE OFF
MANUAL BALANCE ON
LIP BALANCE < ON >
ALL BALANCE OFF

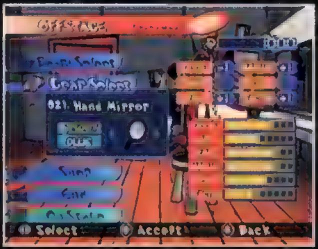
After you unlock the cheats, turn them on and check them out. You'll master many moves with minimal effort.

CODES

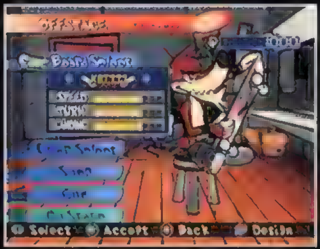
GEAR AND ART COLLECTIONS

Some unlockable items improve your stats. Others are just for looks. You can check out the gear, board designs, gallery illustrations and figures by opening the Collections menu. The boards and wheels will appear as selectable items when you set up your skating session.

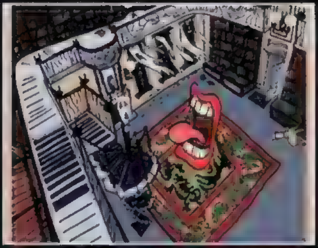
CODE	RESULT
TONSOFJUNK	UNLOCK ALL GEAR
DECKCOLLECTOR	UNLOCK ALL BOARDS (ATTRIBUTES)
PRETTYBOARDS	UNLOCK ALL BOARD DESIGNS
NEEDMORESPEED	UNLOCK ALL WHEELS
NOTPICASSO	UNLOCK ALL GALLERY ILLUSTRATIONS
COOLDUDES	UNLOCK ALL FIGURES



TONSOFJUNK nets you a mixed bag of 100 items. Most increase certain stats and reduce others.



Every character can use any of the game's 12 boards. They range from weak to superstrong.



The game's 96 illustrations show off Spumco's crazy art style. You'll find them in the gallery.

COLLECTION
FIGURES
No.032
Kevin 2
Revolve
Back

View the game's characters as action figures in the 33-figure collection.

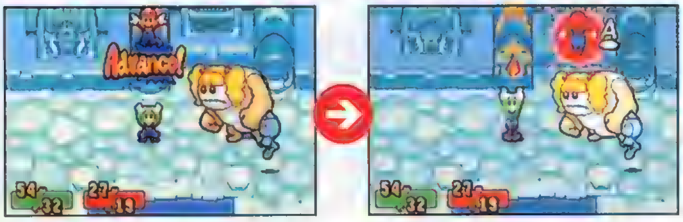
PLUMBER POWERS

LEARN THE ADVANCED COMMANDS FOR BROS. ATTACKS.

Once you've successfully executed a Bros. Attack a certain number of times, Mario and Luigi will learn an advanced version of the maneuver. To pull it off, you must input a button sequence that's different from the normal attack's.

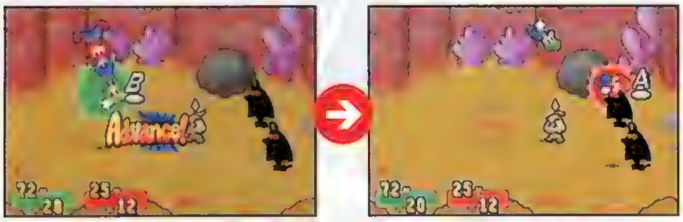
SPLASH BROS. (MARIO)

- Press A to make Mario jump.
- As he's coming down, press A again to propel him higher into the air.
- Press B to make Luigi toss Mario back up.
- Press A to drill Mario into the enemy.



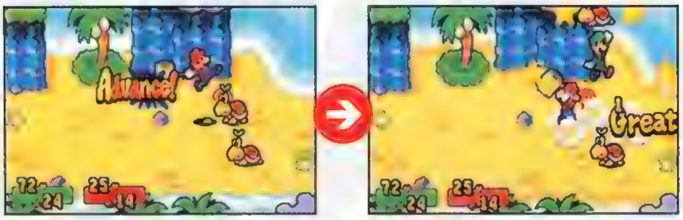
BOUNCE BROS. (LUIGI)

- Press A at the beginning of the attack to jump with Mario instead of Luigi.
- Press B to make the brothers execute a cartwheel and propel each of them toward a different enemy.
- Press B to strike with Luigi, then A to strike with Mario.



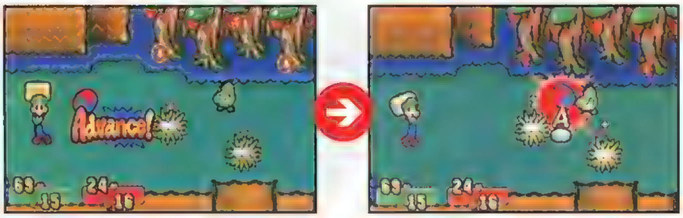
CHOPPER BROS. (MARIO)

- Press A to pound Luigi into the ground.
- Press A again when the brothers reach their target.
- Press B to make Luigi pop out of the ground from underneath the enemy.
- Alternate between pressing A to pound Luigi back into the ground and pressing B to make him pop out again.



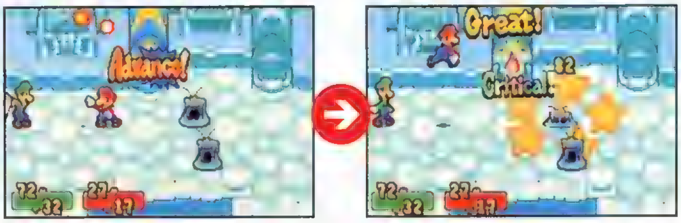
KNOCKBACK BROS. (LUIGI)

- Press B to hit Mario with Luigi's hammer.
- Press A to make Mario pop into the air.
- Press B to swat Mario toward the enemy with Luigi's hammer, then press A when Mario connects. As Mario is coming back at Luigi, you can repeat the process by pressing B to hit him again, then A as he strikes the enemy.



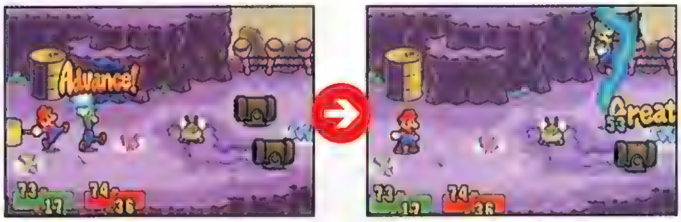
FIRE BROS. (MARIO)

- Tap A repeatedly to build up Mario's Firehand.
- When Mario tosses a fireball to Luigi, press B to have Luigi strike it.
- As the fireball sails over Mario's head, press A to make him catch it.
- Once Mario has accumulated all of the fireballs (by repeating the previous two steps), press A to unleash them on your target.



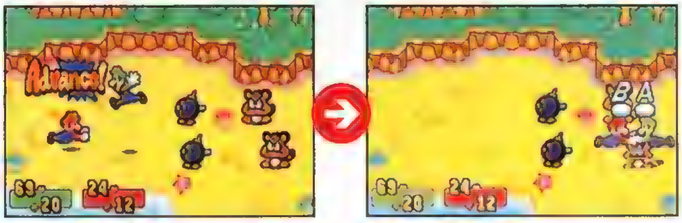
THUNDER BROS. (LUIGI)

- Press B to charge Luigi's Thunderhand and make him jump.
- Press A to move Mario into position before Luigi lands.
- Press A again to pound Luigi into the ground with Mario's hammer.
- When Luigi burrows underneath the enemy, press B to make him jump out of the ground and strike.



SWING BROS. (MARIO)

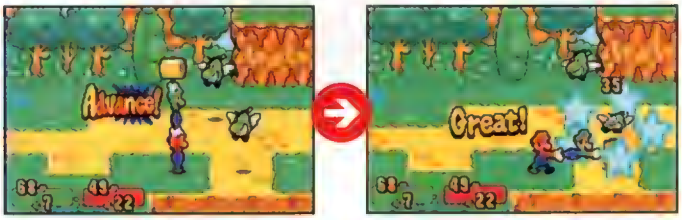
- Hold A until the targeting reticule grows to full size.
- Release A and press B when Luigi hits the enemy.
- As Luigi's coming back to Mario, press A to catch him and fling both brothers back at the enemy.
- Alternate tapping A and B repeatedly to build up the follow-through attack.



To learn Swing Bros., you must win Secret Scroll 1 from Thwomp's chance game in the Hammerhead Bros. Cave.

CYCLONE BROS. (LUIGI)

- Press B to hit Mario with Luigi's hammer.
- Tap A repeatedly to get Mario spinning as fast as possible.
- At the end of the initial attack, choose a target with the Control Pad and press B.
- Press A to give Luigi a boost and let him hammer the enemy again.



To learn Cyclone Bros., you must win Secret Scroll 2 from Thwomp's chance game in the Hammerhead Bros. Cave.

EASTER EGGS

UNCOVER A VARIETY OF SECRETS IN SEGA'S PLATFORMING MASTERPIECE.

One of the best platformers of the year, Billy Hatcher and the Giant Egg, is even better when you delve into all of the extras it has to offer. This month we'll reveal how to unlock the extra characters in Story mode and the extra stages in Battle mode. We'll also help you find the Chick Coins in Forest Village and Pirates Island so you can hatch some familiar friends.

EXTRA CHARACTERS

There are five initial missions for each stage, and you can unlock three more by saving Billy's friends. In Mission 4 of the stages listed below, you'll be charged with rescuing the associated character. If you're successful, an additional mission will appear for each stage. You'll play through each extra mission as the character you rescued to unlock it (for instance, you'll play as Rolly Roll in Mission 6 of the stages). You must complete the missions in order, however, so you won't be able to tackle the extra ones until you finish the first five with Mr. Hatcher.

STAGE	CHARACTER
PIRATES ISLAND	ROLLY ROLL
DINO MOUNTAIN	CHICK POACHER
BLIZZARD CASTLE	BANTAM SCRAMBLED

04:34:03
4:25
01:15:68

You can play through a sixth mission in every stage with Rolly once you've rescued her from Pirates Island.

BATTLE MODE STAGES

When you defeat a boss in Story mode, you'll unlock the next stage in both the single-player game and Battle mode. Note that only stages must be unlocked in Battle mode—Rolly, Chick and Bantam are available for multiplayer mayhem from the get-go.

Defeating Era Gecko in Forest Village Mission 2 will open Pirates Island in Battle mode. While duking it out on the island, be sure to bellow, "Aargh, matey!" whenever you topple one of your scurvy-dog friends.

CHICK COINS

Each stage in the game has a special SonicTeam egg that contains a unique character from one of the developer's previous titles. Before you can hatch the egg, you must collect all five Chick Coins in each of the stage's first five missions. Read on for directions to the required coins for the first two stages.

FOREST VILLAGE

MISSION 1

- After you open the first gate, hop onto the ledge and turn to your right. Look next to the chick standing there.
- Open the second gate then look up and to the right on the other side of it. You'll have to do a bounce jump to reach the coin.
- Stay on the right edge of the wooden slide. If you miss the coin, perform a long jump to roll back up.
- Follow the path leading from the slide, and when you get to the top of the ledge, look back toward the slide. Long-jump from the edge of the ledge to nab the coin.
- Continue past the golden egg that contains Elder Oma-Oma, and look in the bushes to the right at the end of the path.

MISSION 2

- After the first series of egg rings, turn to your right and bounce-jump around the gate and onto the bridge. If you walk to the island at the end of the bridge and look down, you'll see a coin at the bottom of the wooden slide.
- Make your way back to the aforementioned gate and bounce-jump around it again. Defeat all of the enemies on the other side, then roll down the hill when the opposite gate opens. Stay to the left and jump over the gap to pick up a coin.
- Use the next series of egg rings to propel yourself to a treetop. You'll see a coin hovering in the air to your left—bounce-jump off the tree to grab it. Look past the flame-engulfed switch and the caged egg ring.
- Look in the bushes behind the dark gate that leads to Era Gecko.

MISSION 3

- Proceed through the level until you encounter a giant bee. Use the nearest blue egg ring to reach the top of the adjacent tree, then use the green egg ring up there to reach the coin on the neighboring tree.
- After passing through the gate that was previously blocked with boulders, look back and to your left.
- Look past the switch that's surrounded with flames. (Be careful not to fall into the water as you're retrieving the coin.)
- When you reach the top of the hill (where the windmill is) look back toward the aforementioned gate. To reach the coin floating in the air, you'll need to launch toward it with a long jump.
- Break the crate closest to the switch atop the hill.

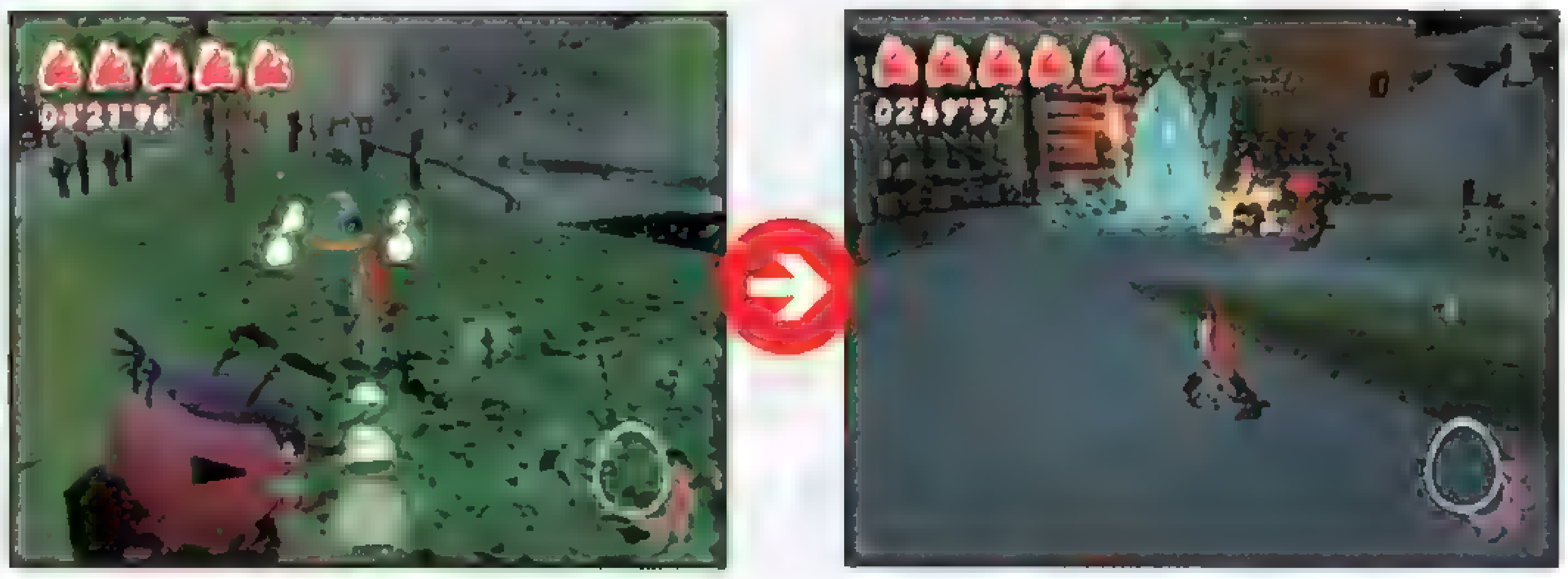
MISSION 4

- Look in the bushes to the right of the traveling minigame salesman.
- Clear the bales of hay to the left of the first gate.
- When you emerge from the first hut, look back to the right of the exit.
- Proceed through the first series of blue rings then drop from the cliff and look back at its base.
- When you come to the fork in the road, lower the gate to your left and proceed to the platform where you received the rooster suit in Mission 1. Hit the switch there to lower the gate beyond, and follow the path to the platform where you started the game. You'll find a coin there.

MISSION 5

- Procure the circus hat by hatching a purple egg, then jump on top of an egg and roll it into the river. You'll see a coin just in front of the first bramble patch. The river's flow will propel you forward automatically, so be sure to jump in as far back as possible so you can get to the middle before you pass by the coin.
- Stay on the right-hand side of the river as you come around the first turn.
- Continue along the right-hand side of the river as it winds left.
- When you reach the lake at the end of the river, roll toward the corner to the left of the waterfall.
- Look away from the waterfall after you grab the fourth coin. You'll spot another coin on the far side of the lake.

CHAO EGG



The first SonicTeam egg is in Forest Village Mission 1. You'll find it just past the gate that opens when you run over the first egg switch. Once the egg is fully grown, you can use Billy's rooster call to hatch a Chao, one of the adorable little creatures from the Sonic Adventure games. When you press the X Button, the Chao will attack with a powerful water strike.

PIRATES ISLAND

MISSION 1

- As you're rolling down the ramp at the beginning of the mission, stay on the right side to nab the coin on the second jump.
- When you land on the beach, do not destroy the stone pillars to your right. Let go of your egg and jump onto the pillars to reach the coin overhead.
- Hatch Clippen (the penguin) and have him put out the flames surrounding the coin to the right of the golden egg.
- Look next to the chimney on the first island beyond the gate.
- As you approach the next beach, leave your egg at the bottom of the ramp and walk left along the shoreline (be careful not to fall in the water). You'll find a coin behind the fence near the platform at the end.

MISSION 2

- Jump on top of the pillars at the bottom of the first ramp. If you accidentally destroy the pillars, you can reach the coin with a bounce jump.
- While rolling down the half-pipe that follows the first cannon, jump over the last gap to the left. To avoid falling down the gaps, stay near the middle of the pipe until you reach the large gap in the center—roll right to avoid it, then left to get in position for the coin.
- Look down and to your right when you reach the platform across the bridge from the second cannon. You'll see a coin where you found the golden egg in the first mission. To get back up to the platform after you grab the coin, you must first open the gate overhead by defeating the two frogs on the beach. Afterward, use the green egg ring to propel yourself into the air, then press the R Button to roll onto the platform.
- On the beach that follows the skull cave, head left and jump on top of the pillars at the top of the little hill.
- Smash open the crates on the platform where you come under fire from a pair of cannons.

MISSION 3

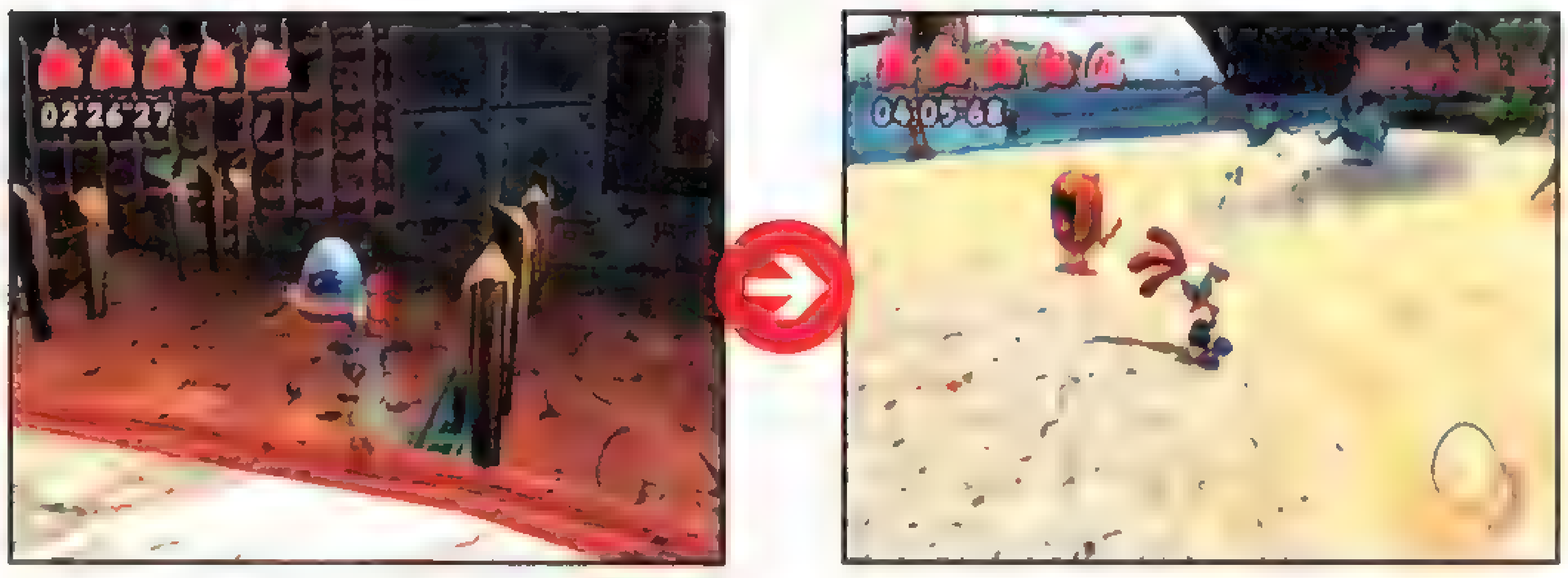
- Follow the signs and look to your left (next to the white pillar) after the first pair of breakable fences.
- Continue through the level until you reach a series of three green egg rings. You'll grab the coin as you jump from the second ring to the third.
- Stay on the left-hand side of the ramp that follows the rings and jump over the middle-left gap.
- Jump onto the stone pillars at the bottom of the ramp.
- Grab an egg and use the next green egg ring to propel yourself onto the platform overhead. Look past the second chimney to spot a coin sitting on top of the cabin where you found the Courage Emblem at the end of Mission 1. You'll have to do a long jump to reach it—be careful not to overshoot and fall into the water.

MISSION 4

- Break the crates at the end of the short ramp to the right of the first egg.
- Proceed through the level until you get to the beach where you found the golden egg in Mission 1. Bounce-jump from the top of the steel crates nearby into the green egg ring floating over the water. Use it to propel yourself onto a platform overhead, the walk across the bridge and jump off the platform at the other end to grab a coin.
- On the first ramp that you have to climb by using orange egg rings inside the gaps, you'll see a coin in front of the final gap. Use the previous egg ring to grab it.
- When you reach the top of the ramp, break through the fences to your left and smash open the crates next to the purple egg.
- On the second ramp that you have to climb via orange egg rings, use the first ring to grab the coin in the center of the ramp.

MISSION 5

- On the first series of egg rings, grab the coin hovering overhead as you propel yourself from the second green ring to the yellow ring.
- Continue until you reach the swinging anchors. Bounce-jump on the platform after the second anchor to procure a coin.
- Hatch a circus hat from the purple egg on the following beach, then jump on top of an egg and roll it onto the water to grab the coin closeby.
- Make your way to the beach where there's a giant hook and a pirate skull. There's a coin just past the platform on the far right—do a bounce jump to reach it.
- Look next to the Courage Emblem inside the treasure cave.



You'll find the SonicTeam egg for Pirates Island at the beginning of Mission 5. It's in the same spot that the golden egg was in Mission 1. Kapu Kapu, the space cat from ChuChu Rocket, is probably the best attack animal in the game. It bounces off walls and destroys everything in its path.

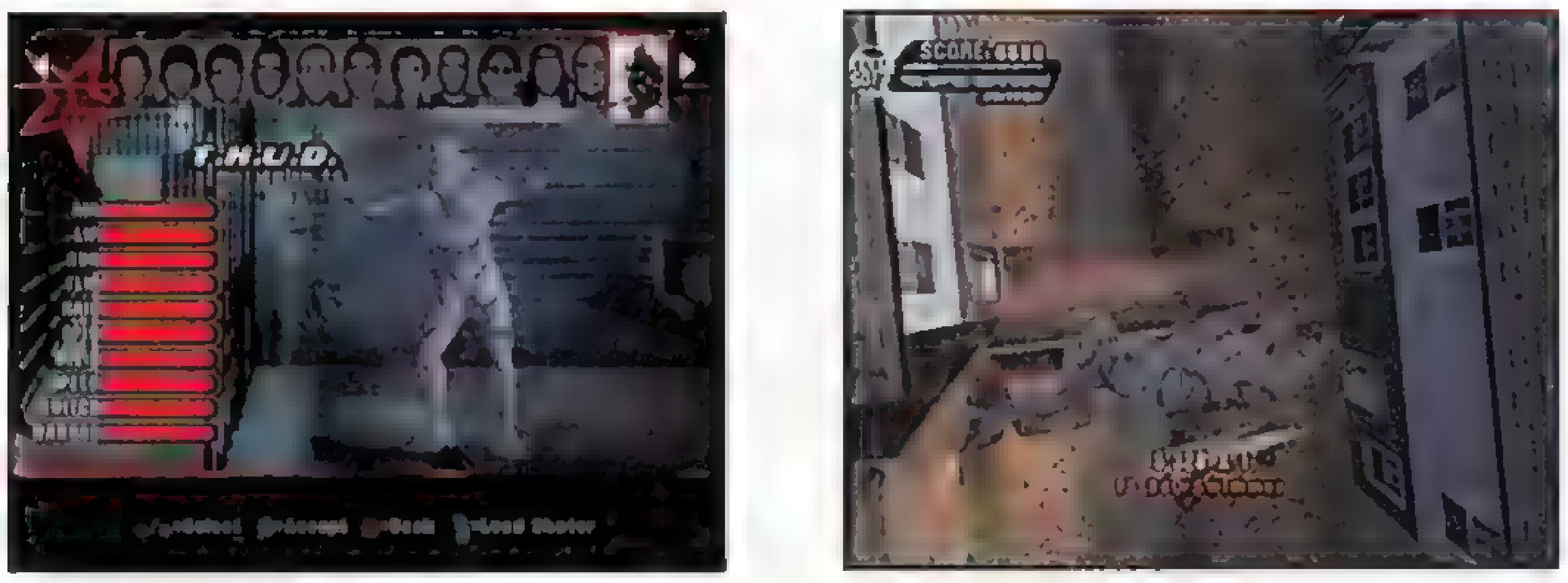
TONY HAWK'S UNDERGROUND GCN

OWN THE UNDERGROUND CODES

GIVE YOUR SKATER MAD SKILLZ AND UNLEASH THE CREATURE T.H.U.D.

Show Tony how it's done by pulling off perfect manuals, rail grinds and skitches every time. You can also reduce the effects of gravity on your skater and unlock an underground monster known as T.H.U.D. You'll find the Cheat Codes entry screen in the Options menu. Once you've input a code, you'll still have to turn it on during gameplay by pressing Pause and selecting Cheats from the in-game Options screen.

CODE	EFFECT
getitup	MOON GRAVITY
keepitsteady	PERFECT MANUALS
letitslide	PERFECT RAILS
rearrider	PERFECT SKITCHES
NOOO!!	UNLOCK T.H.U.D.



He may not be pretty, but T.H.U.D. is the best skater in the game, with perfect ratings in every category.

MEDAL OF HONOR: RISING SUN GCN

SUPER SOLDIER CODES

TURN JOSEPH GRIFFIN INTO A ONE-MAN ARMY.

Need an edge on the battlefield? Bring up the Passwords screen from the Options menu and type in the top-secret codes listed below. You can toggle the effects of each password on and off via the Bonus checklist that appears in the Options menu.

PASSWORD	EFFECT
GOURAMI	BULLET SHIELD
PLECO	SILVER BULLETS
DISCUS	UNLIMITED AMMO

The GOURAMI password makes you impervious to bullets, but you can still be injured by blades and explosions.

Armed with silver bullets, you can take down an enemy with one shot. Imagine the possibilities with an unlimited supply of such ammo.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

SSX 3 GCN

ÜBERCODES CODES

UNLOCK A VARIETY OF SECRET CHARACTERS AND SOME STYLIN' THREADS.

Press Y to open the Options menu, then select Enter Cheats to key in the following passwords. To tackle the mountain with a character you've unlocked, choose a default boarder then select Cheat Characters from the Rider Details menu.

PASSWORD	EFFECT
shoppingspree	UNLOCK ALL GEAR AT LODGE 1
zenmaster	UNLOCK BRODI
wheresyourtail	UNLOCK BUNNY SAN
greatwhitenorth	UNLOCK CANHUCK
tankengine	UNLOCK CHURCHILL
worm	UNLOCK EDDIE
boneyardreject	UNLOCK GUTLESS
slicksuit	UNLOCK HIRO
brokenleg	UNLOCK JURGEN
bronco	UNLOCK LUTHER
back2future	UNLOCK MARTY
callhimgeorge	UNLOCK NW LEGEND
windmilldunk	UNLOCK STRETCH
finallymadeitin	UNLOCK UNKNOWN RIDER

Select Cheat Character
Stretch
23090
3000

Having conquered the basketball courts in NBA Street, Stretch joins a wild cast of secret characters in EA Sports Big's latest SSX title.

NEED FOR SPEED: UNDERGROUND GCN

FEED THE NEED CODES

UNLOCK EVERY TRACK IN EA'S FAST AND FURIOUS STREET RACER.

If you'd like more places to show off your ride but you don't want to spend time unlocking tracks the old-fashioned way, enter these codes at the main menu.

CODE	EFFECT
DOWN, R, R, R, X, X, X, Z	UNLOCK ALL CIRCUIT TRACKS
RIGHT, Z, LEFT, R, Z, L, Y, X	UNLOCK ALL DRAG TRACKS
LEFT, LEFT, LEFT, LEFT, RIGHT, X, R, Y	UNLOCK ALL DRIFT TRACKS
UP, X, X, X, R, DOWN, DOWN DOWN	UNLOCK ALL SPRINT TRACKS

UNDERGROUND
MAIN MENU
QUICK RACE

There's no indication that you've entered a code correctly until you select the corresponding race category and find all of the tracks unlocked.

BUILD THE ULTIMATE FIGHTING FORCE!

GOTCHA FORCE™

INTRODUCING GOTCHA FORCE!
200 CHARACTERS, INFINITE POSSIBILITIES!

EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence

capcom.com/gotchaforce

NINTENDO GAMECUBE™

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Last month we gave you a bird's-eye view of Sonic's latest GCN title. This month we get up close and personal with the game's first eight levels.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasty Violence

©2003 SONIC TEAM/SEGA.

SONIC HEROES™

WHAT'S OLD IS NEW AGAIN

With twisting courses, enormous loops and blazing-fast gameplay, the first all-new Sonic title for GCN captures the mayhem that hedgehog fans have come to expect. But unlike in past Sonic titles, you must choose to control one of four teams, each consisting of three characters. In last month's coverage, we detailed each team's strengths and weaknesses. For this month's walk-through, we'll be using Team Sonic: Tails, Knuckles and, of course, Sonic.

START
FINISH

SEASIDE HILL

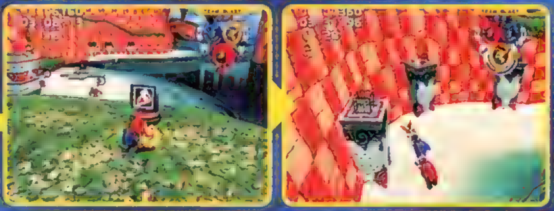
The small screenshots to the left serve as an overview of the level and help you anticipate when to use each tip. They are not meant to provide a comprehensive view, however. You'll need to do some exploring on your own!

Power Up at Checkpoints

When you lose a life,
you restart from the

Use checkpoints to strengthen your team. Lead with your weakest character when crossing a checkpoint. Power-up meters are located under each character's icon in the upper right corner.

Key on the Beach



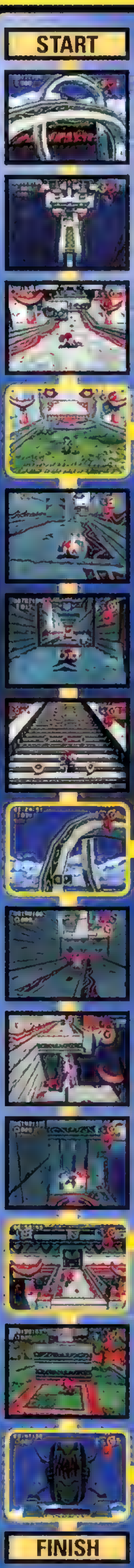
After the second checkpoint, veer right along the beach. Use Tails to reach the shore, and fly up the first brick column. Smash the cage to retrieve the key.

Blast Off

You can control the position of cannons when Knuckles is in the lead. Switch to power formation and jump inside the cannon. Blast the first crate for an extra life and the second crate for another key.

Haste Makes Waste

Before rushing toward the finish line, drop into the large tree stump to collect an extra life. If you fail to bounce out of the tree, you'll have to retrace your steps to reach the end of the level.



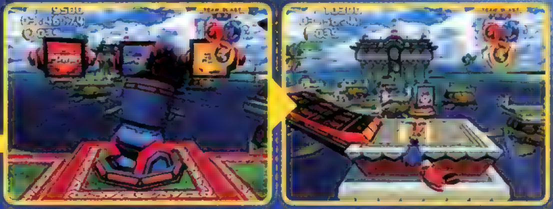
OCEAN PALACE

Dr. Eggman's waterside palace is packed with enemy robots. Knuckles will get a heavy workout as your team plows through the pandemonium. You'll make frequent use of the Triangle Dive and Sonic's Homing Attack.

WIND WALKERS

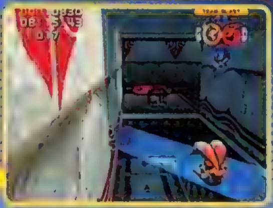
Catch a gust of wind from large fans to reach higher platforms. With Knuckles in the lead, tap the A Button in midjump to perform the Triangle Dive. Your team will join hands and soar upward.

Island-Hopping



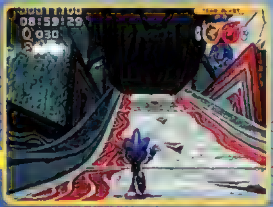
When you reach the first cannon, switch to flying formation to be launched toward the island on the right. Defeat the enemies and collect the Team Blast and the Red Power Core.

Wall Crawl



To reach the key at the end of the narrow corridor, use Sonic's Homing Attack to jump from wall to wall. Since the key is near the conclusion of the level, it's the easiest one to hang on to.

Rock 'n' Roll



To avoid being squashed by the boulder, put Sonic in the lead and run toward the camera. When the B Button icon flashes in the upper-right corner, perform the Light Dash to gain speed.

EGG HAWK

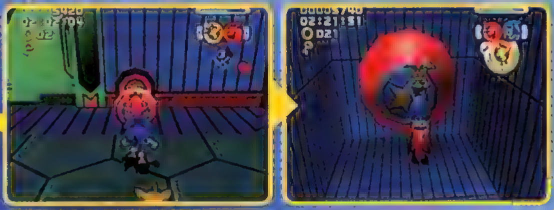
Avoid Dr. Eggman's ship by running laps around the circular course, collecting as many rings as possible. Defeat enemies on the ground to build up your Team Blast meter. When the meter is full, lure the Egg Hawk to an open space and perform the Team Blast. Once the ship crashes, pound it with combo attacks until it explodes.

START
FINISH

GRAND METROPOLIS

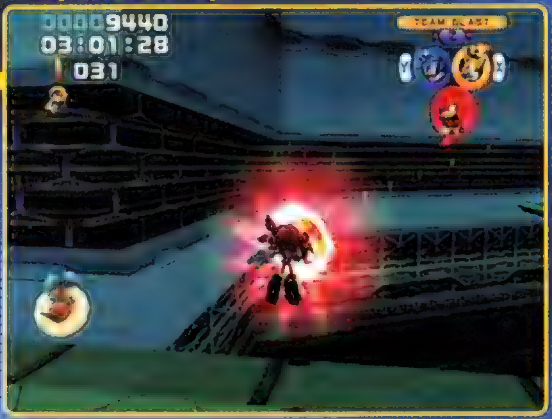
Dr. Eggman has escaped into the city and Team Sonic must track him down. Don't expect to zip through the next two levels without destroying enemies. Robots will block your path, and you must defeat them to advance.

Open Sesame



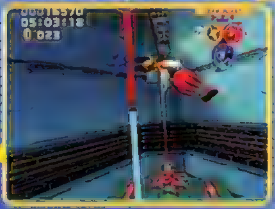
Press B to grab handles, then use the Control Stick to push or pull levers. The first door you open reveals rings and a Power Core; the second door leads to an extra life.

1-Up Round-up

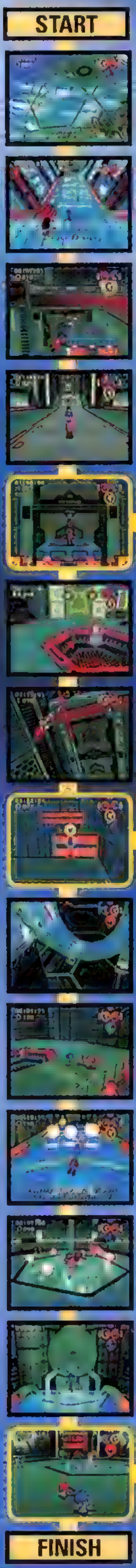


To acquire the extra life in the cage on the circular platform, return to the skywalk and use Tails's Thunder Shoot or Knuckles's fireballs to destroy the hovering enemy.

Run It Up the Flagpole



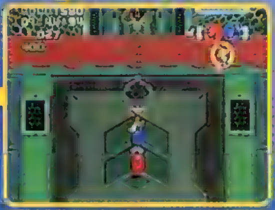
When near a pole, put Sonic in the lead and press B to perform the Blue Tornado. Sonic will grab the pole and spin upward, bringing his teammates with him. You can also press B in midair to execute the move.



POWER PLANT

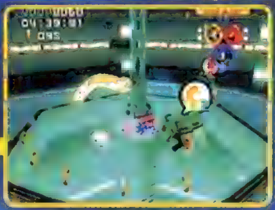
The Power Plant is a sprawling level that requires lots of flying. Since you'll be in flying formation frequently, get Tails powered-up before the other characters. You'll breeze through if you can destroy hovering enemies with the Thunder Shoot.

Ring Transportation



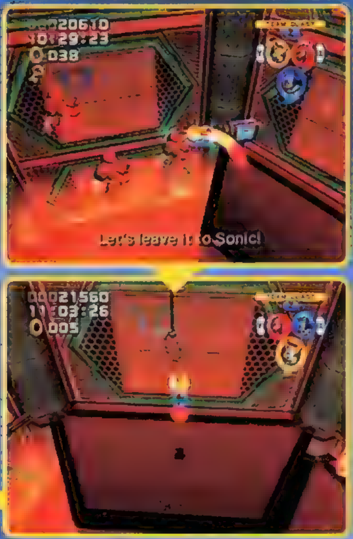
Grab hold of dangling rings to reach high platforms. The rings are easiest to clutch when you're in flying formation, because no jumping is needed. You'll have to find several rings throughout the level.

Ride to the Top



Destroy all robots to keep the elevator moving. As you travel up, collect as many rings and balloons as you can. On the second elevator, stay away from fireballs.

Toxic Overflow



You can use Sonic's Homing Attack to destroy enemies and reach the upper platforms, but it's easier to remain in flying formation and float past them. Just keep moving! When you reach the top, destroy the final robot to clear the force field. Grab the ring to continue up.

TEAM ROSE

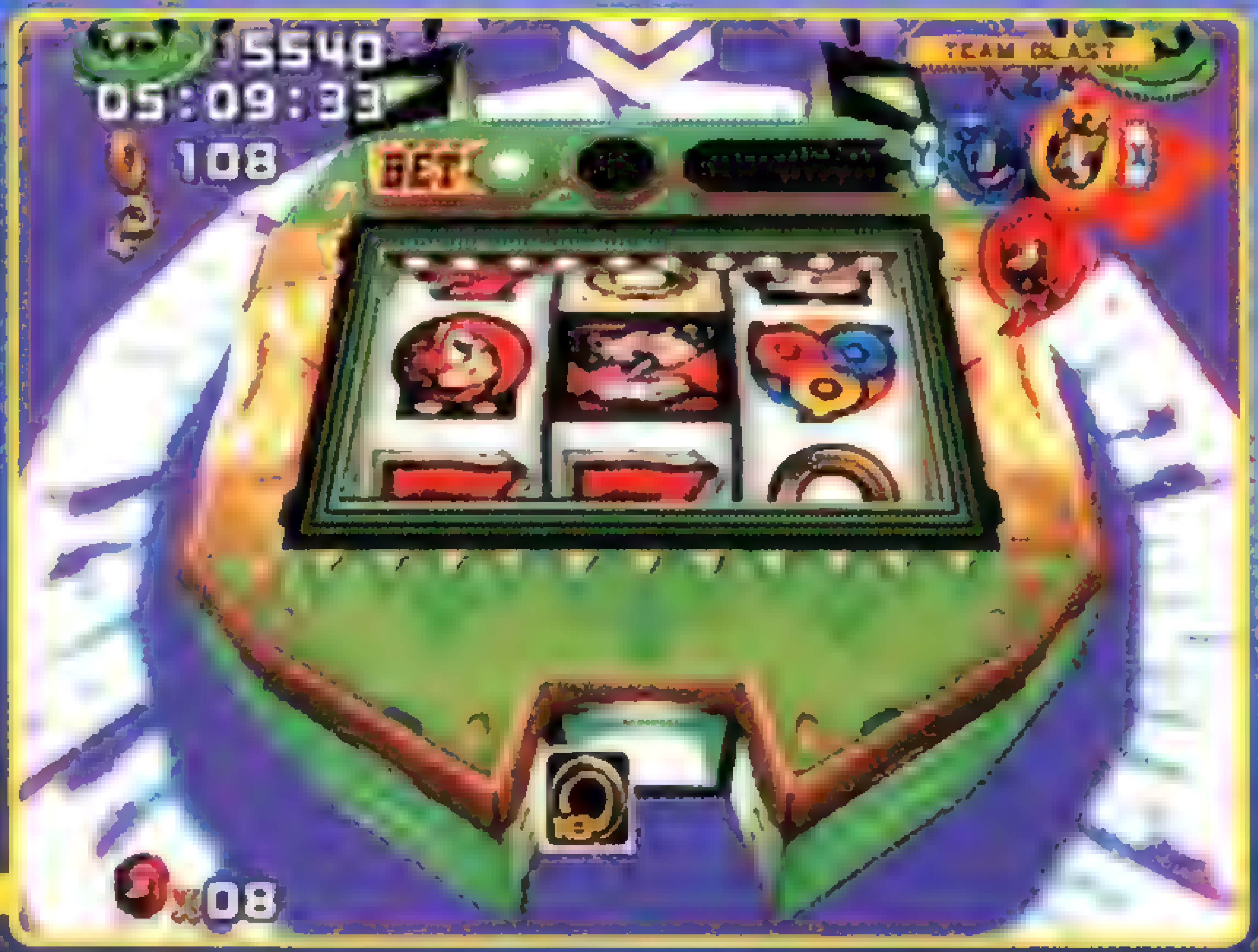
It appears that Sonic has turned down Amy's latest marriage proposal, and she's not happy. To defeat Team Rose, use your powered-up characters to unleash a flurry of attacks. Don't waste a Team Blast: for a fast victory, try to push your opponents off the platform. If you're struggling, use Knuckles to break boxes and collect helpful items.

START
FINISH

CASINO PARK

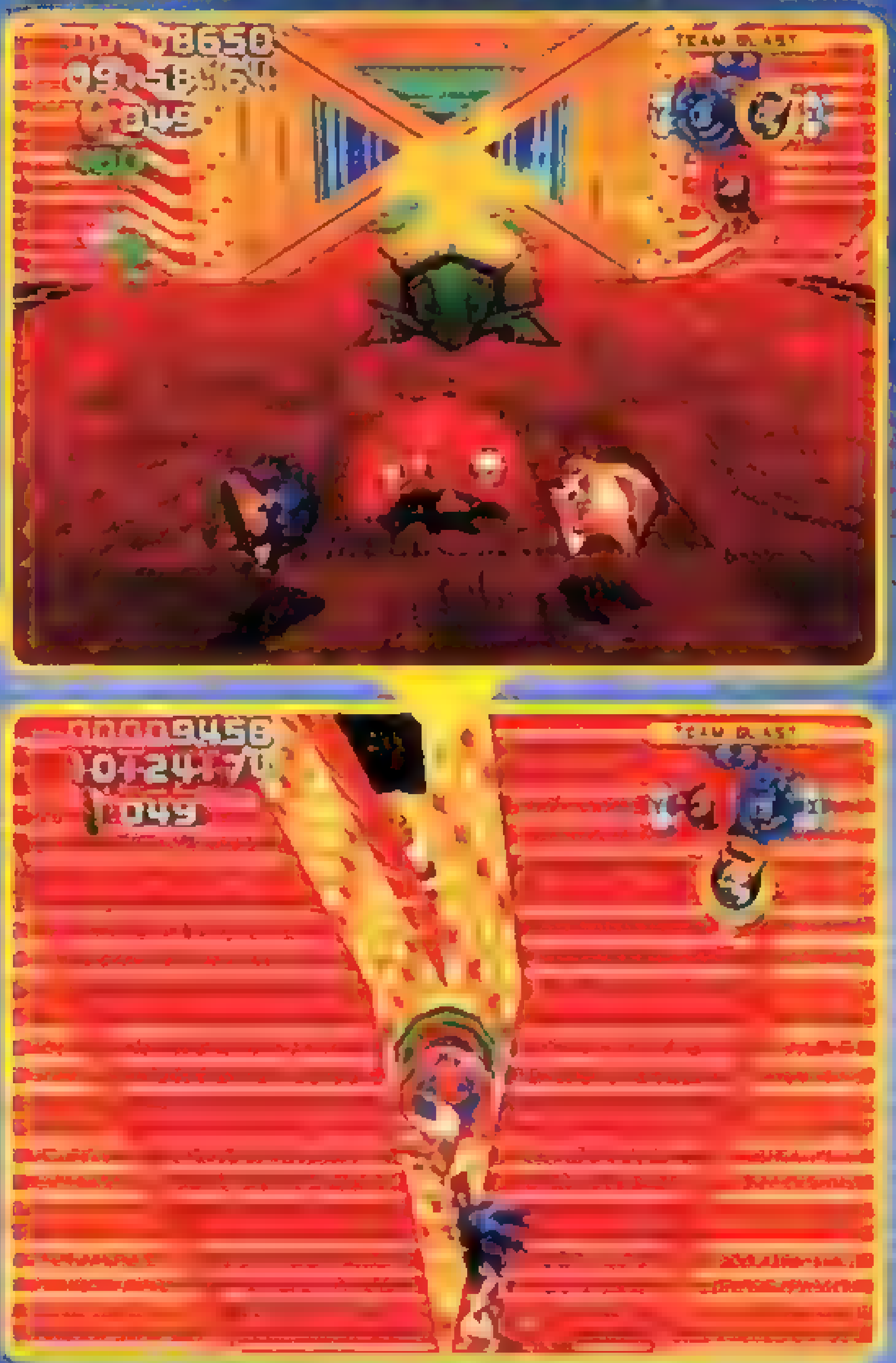
Casino Park may look like fun, but it's a treacherous place to play. There are numerous ways to plunge to your doom, so don't get caught up in the diversions. Remember to switch characters with X or Y when rolling inside the pinball machines.

Jackpot



Playing the slot machine is an easy way to earn rings, which lead to extra lives. You can triple your winnings by getting all three characters into the machine at once.

Tails Stands Tall



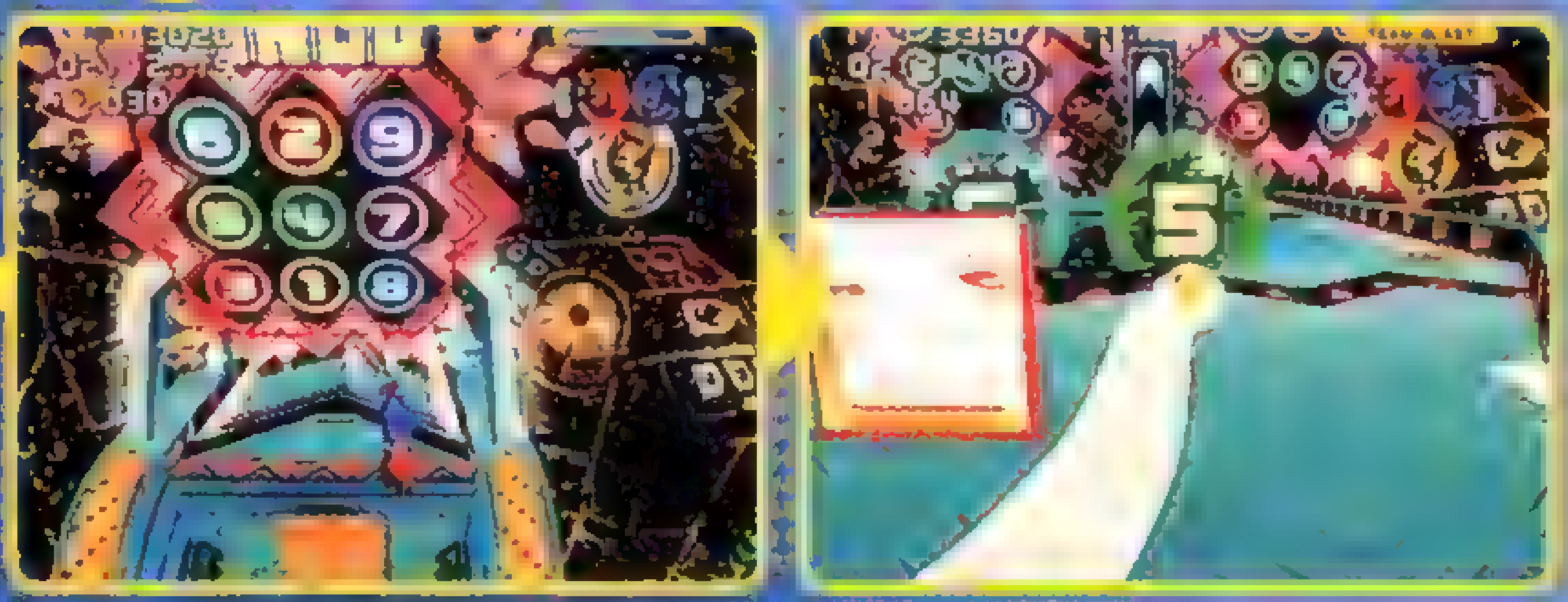
After the third pinball machine, you'll need to use Tails to reach a lever high above the door. Hover in the air and tap B when the button's icon appears in the upper-right corner. Proceed through the hall and destroy the turtle. Use Knuckles to break the glass, then continue to the finish.

START
FINISH

BINGO HIGHWAY

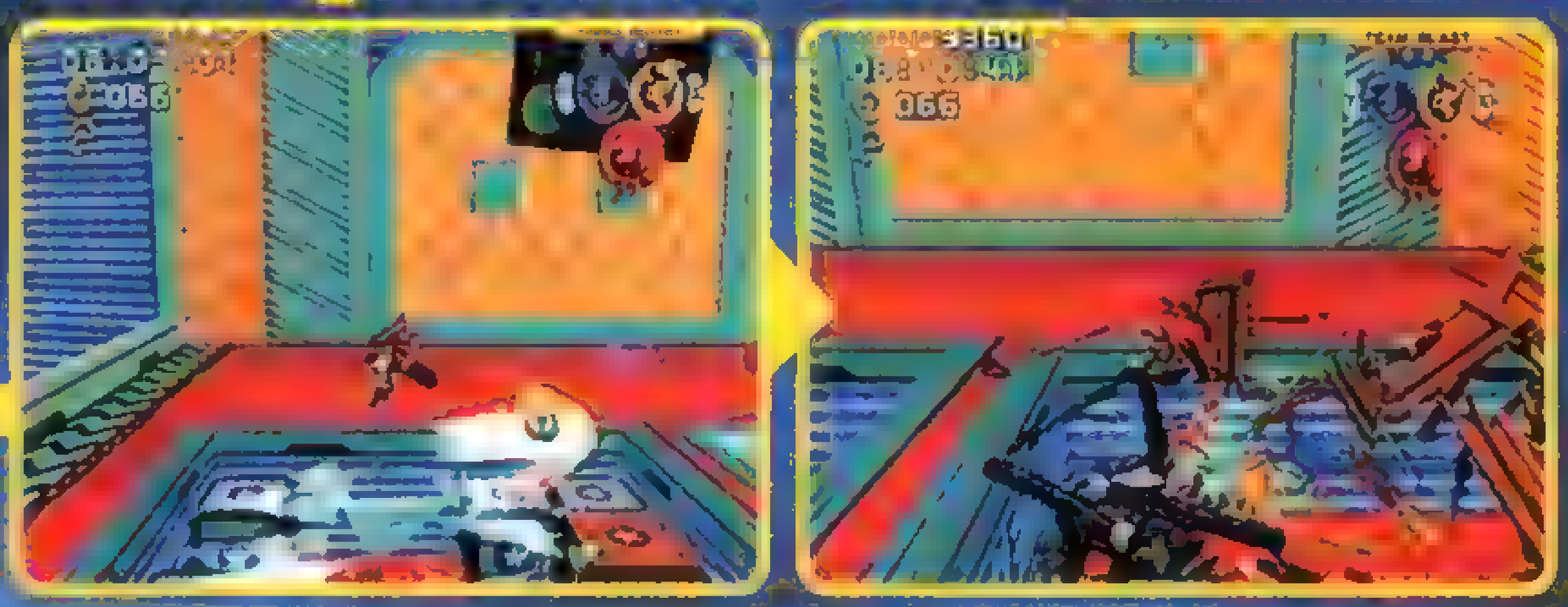
The trip down Bingo Highway is fast-paced and has hardly any pitfalls, making for an enjoyable journey. If you managed to collect lots of rings in Casino Park, don't spend any more time at slot machines. Put Sonic in the lead and speed through the level.

Bingo Was His Name-o



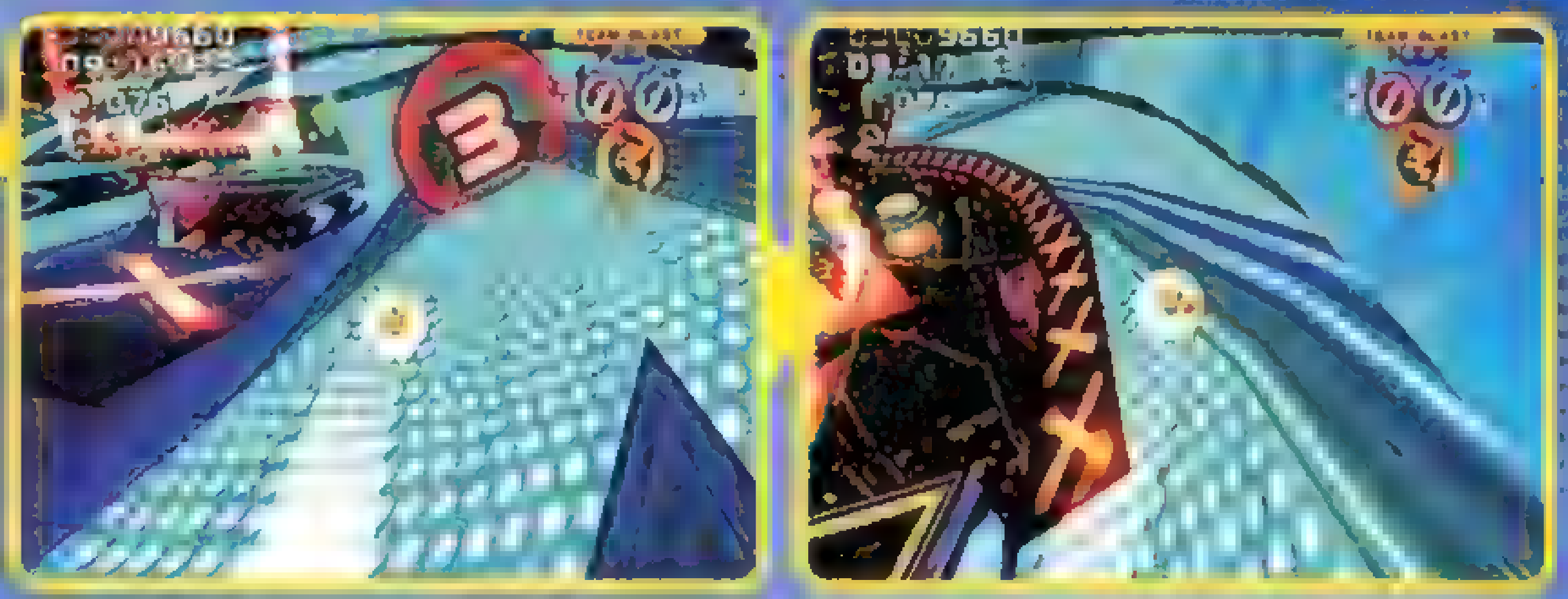
Before rolling down the highway, notice the positions of the numbers on the bingo board. Collect numbers that match a row on the board (horizontally, vertically or diagonally) to win rings and boost your Team Blast meter.

Walking on Broken Glass



When you reach the area with glass floors, defeat the surrounding enemies and use Knuckles to break the glass. Bust the crates to collect power-ups. You'll uncover a switch and a spring among the boxes; you must use it to advance.

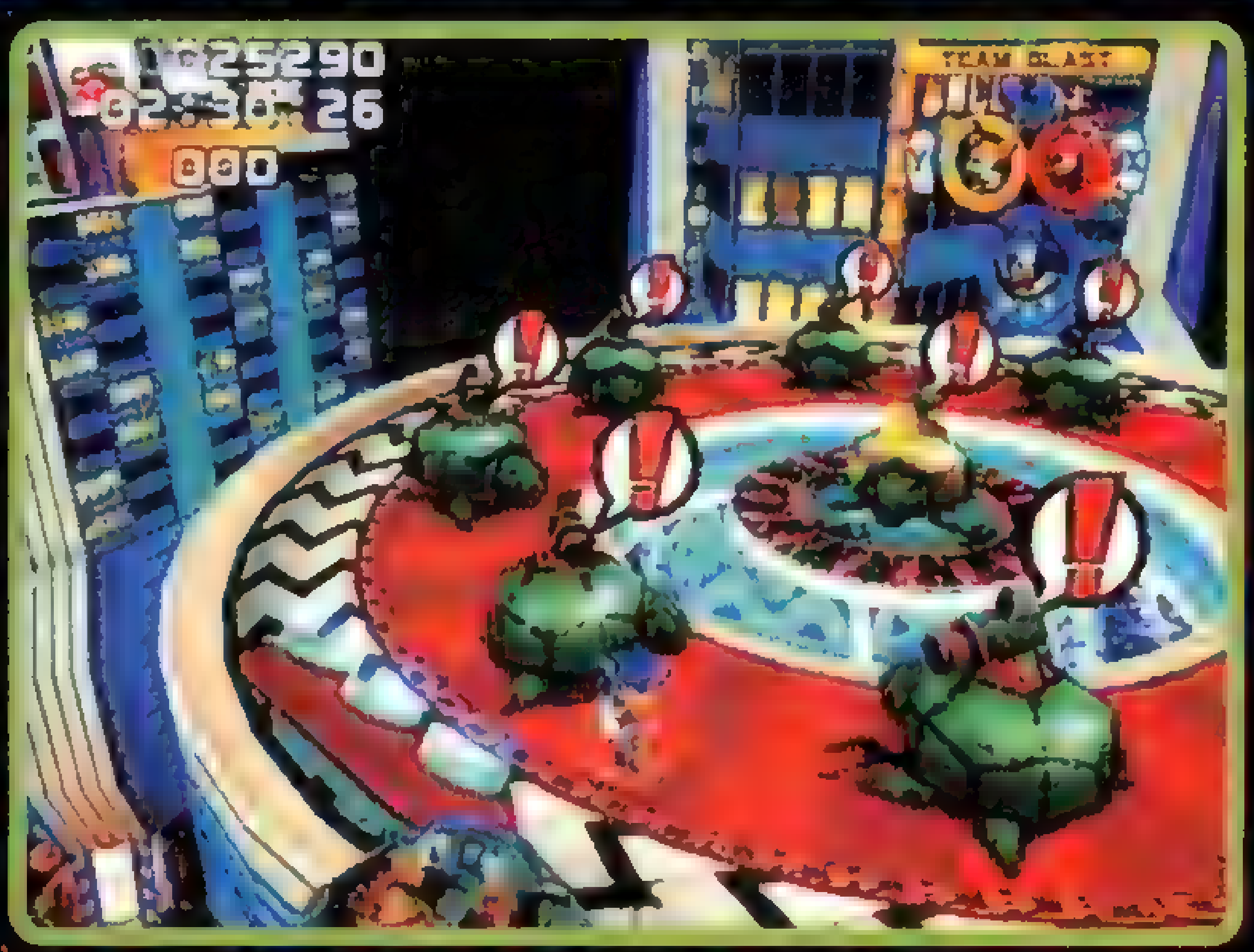
Last Call



Anyone up for one more game of bingo? The final bingo course is hazardous, with narrow paths and gaping holes. Concentrate on the road and forget about the numbers.

ROBOT CARNIVAL

If you have a Team Blast, save it for when the pesky jellyfish appear. After wiping them out, jump on the spring and pop the balloon—you'll collect another Team Blast, which you should use immediately to defeat the army of turtles.

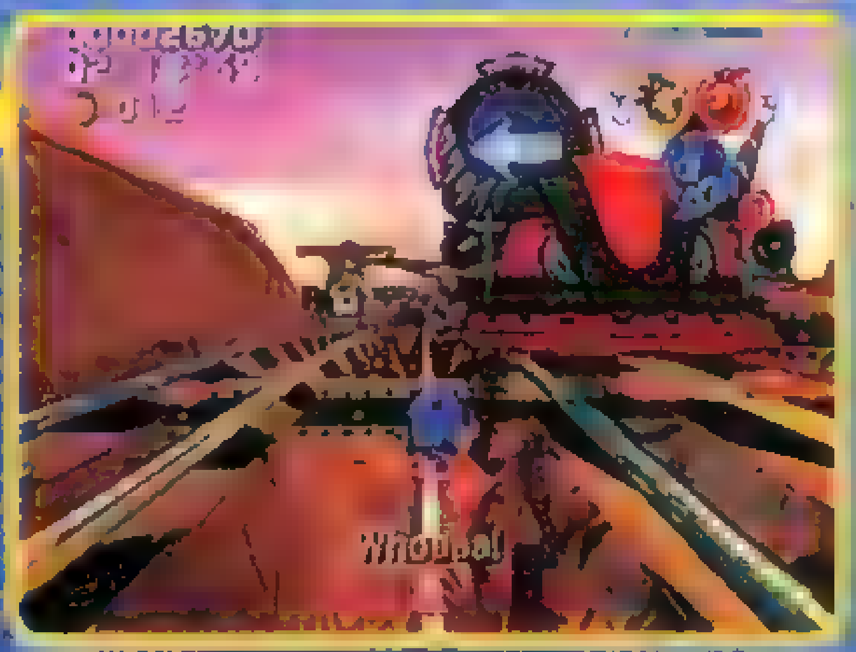


START
FINISH

RAIL CANYON

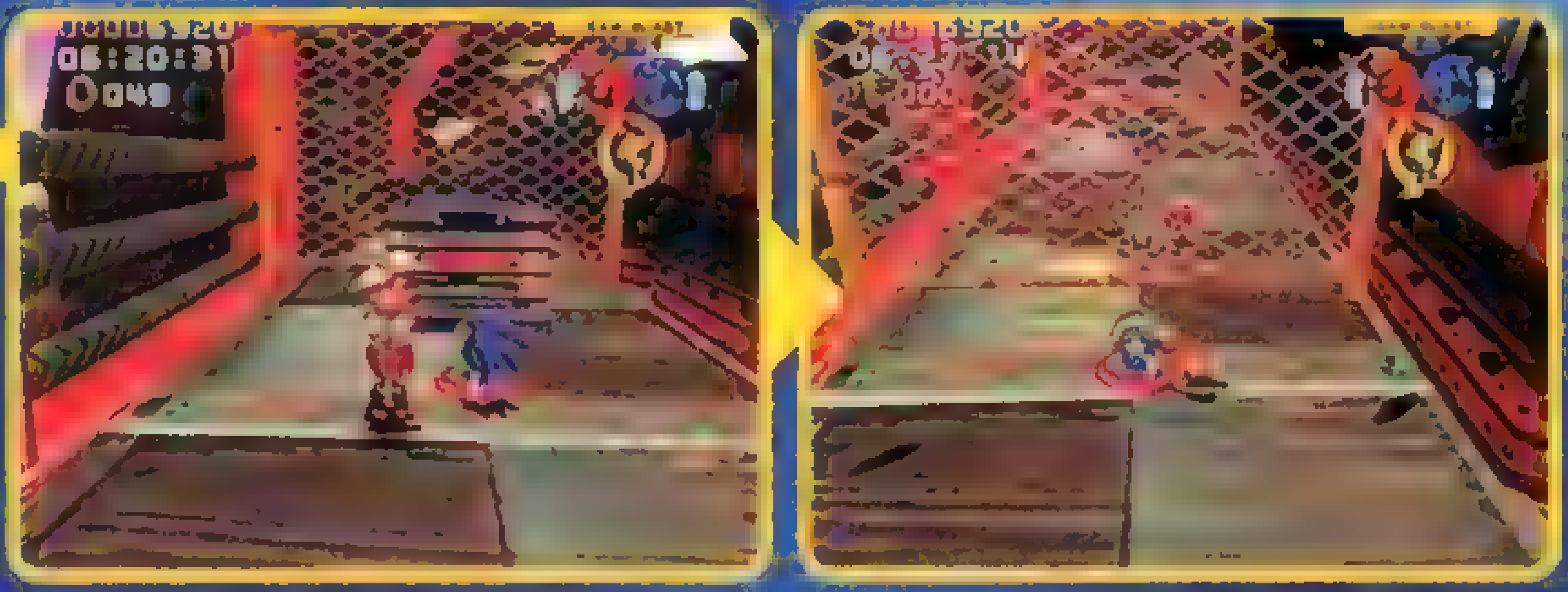
Prepare for an exhilarating ride through vast canyons. The scenery may be breathtaking, but there's no time to take your eyes off the rails. Beware of broken tracks and oncoming trains!

Caution: One-Way Road



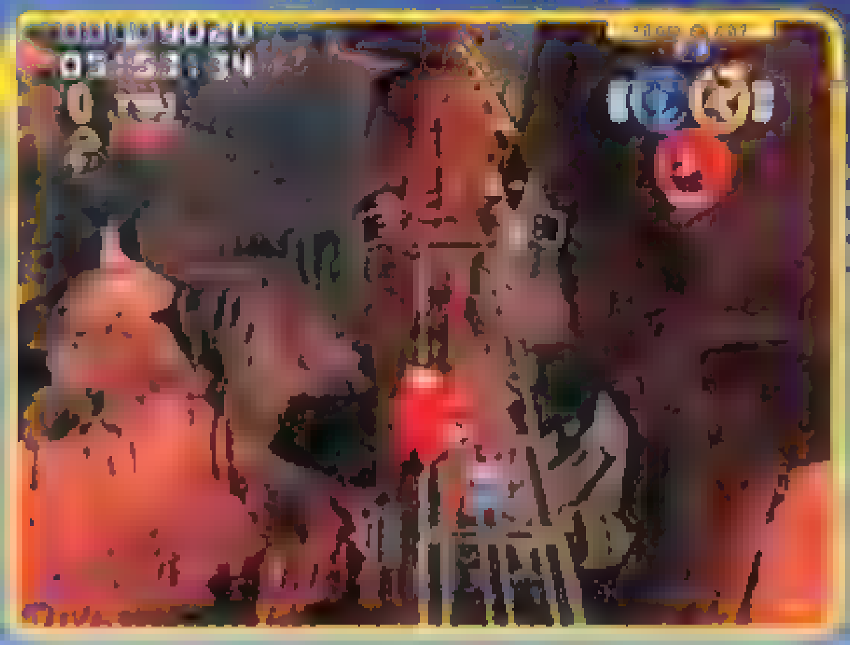
As you grind the rails, watch for helpful signage. Arrows will point you in the right direction and help you avoid traffic. Jump from track to track by moving the Control Stick and tapping A.

Breaking Up Is Hard to Do



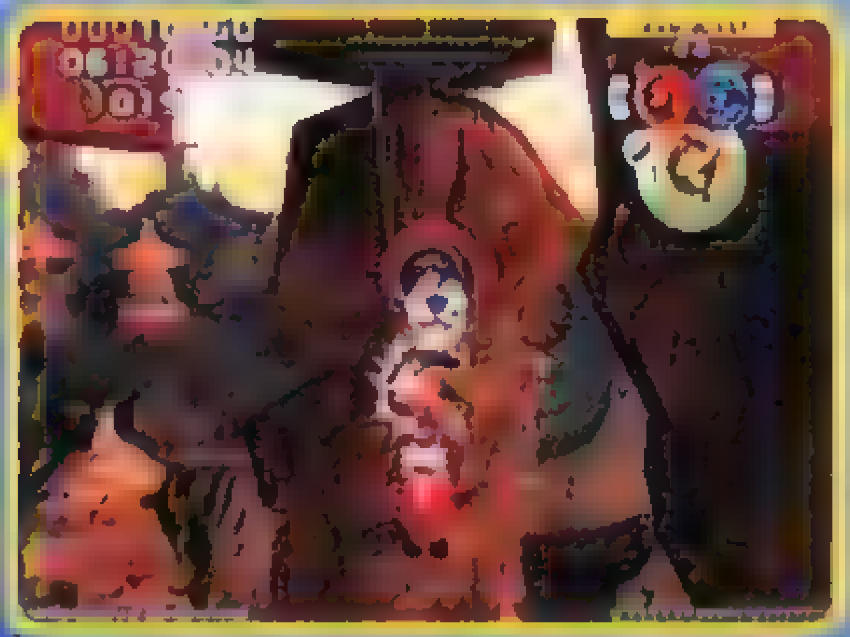
Fly over the large fence and touch the two switches to drop off Knuckles and Sonic. Return Tails to the other side and flip the final switch to reveal a spring.

Taking the High Road



The final checkpoint sits on a platform below the rails. If you're feeling lucky, skip the checkpoint and continue on the upper track. The path is smooth sailing and you should be able to reach the finish safely.

Here's the Pitch



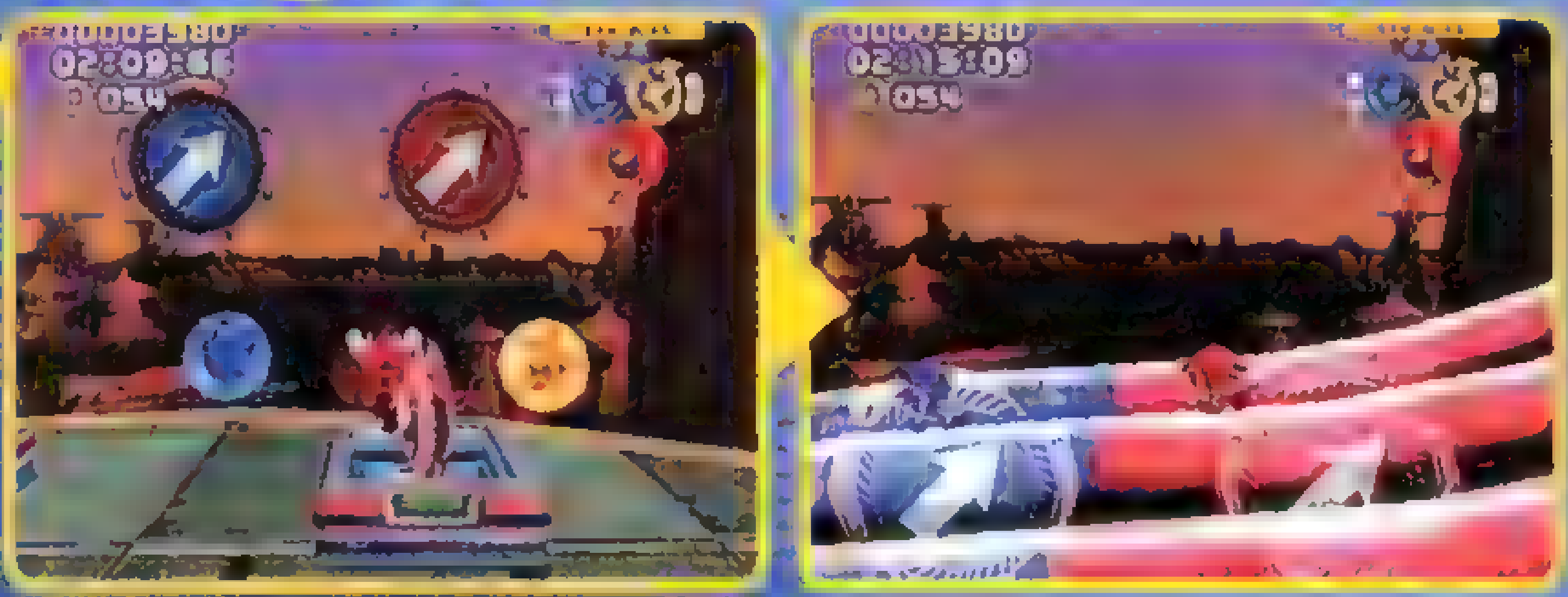
If you use the low path switch in flying formation and use the Thunder Shoot to throw Sonic and Knuckles at the floating target. Strike the target to extend a new track that will lead you to the end of the level.

START
FINISH

BULLET STATION

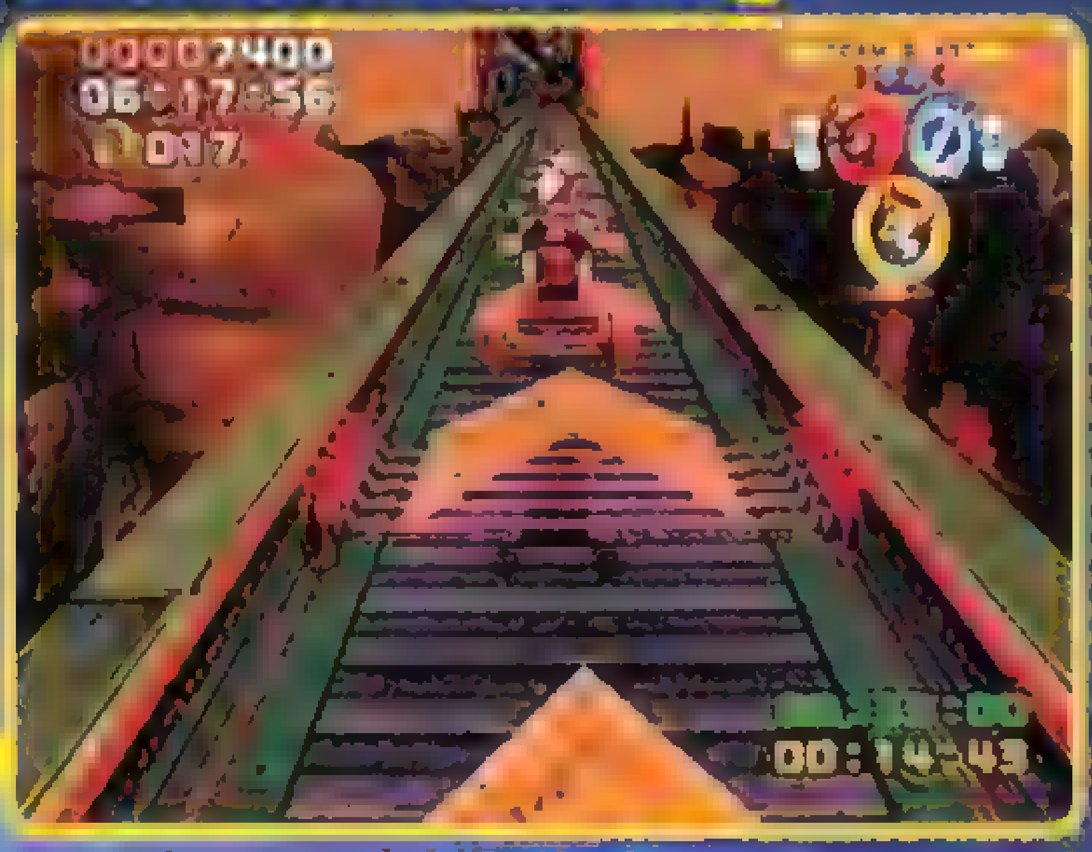
Knuckles can destroy large steam pipes throughout the level to reveal power-ups, rings and switches. Balloons are abundant, so pop as many as you can to earn an extra life. The tips and screenshots below focus on the latter half of the level.

The Right Decision



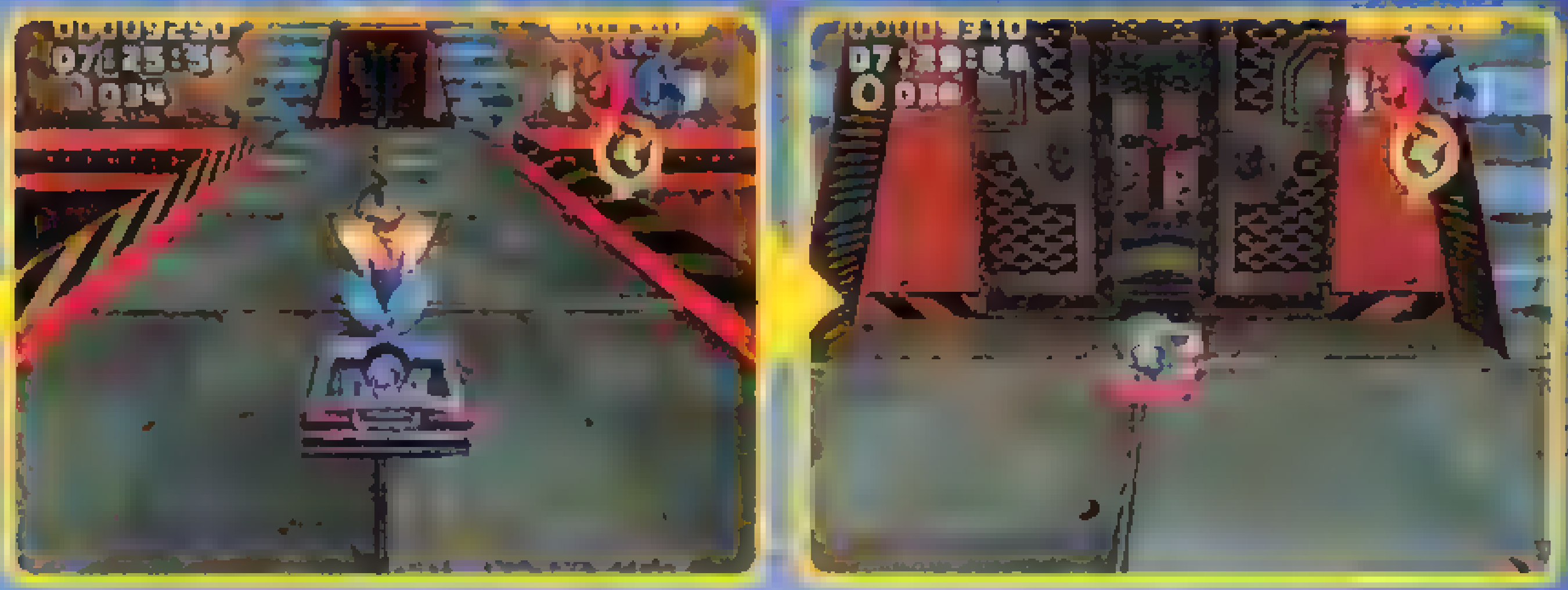
Enter the cannon in flying formation to reach the upper platform. Destroy the enemies and flip the switch on the right. Don't touch the switch on the left, or the rails will alter. Use the launching pad on your left to move on.

Bobsled Bobbing



Try to avoid damage while cruising in the bobsled. Press the A Button to jump over pink electric fields. Each time you get hit, one character will fall from the bobsled.

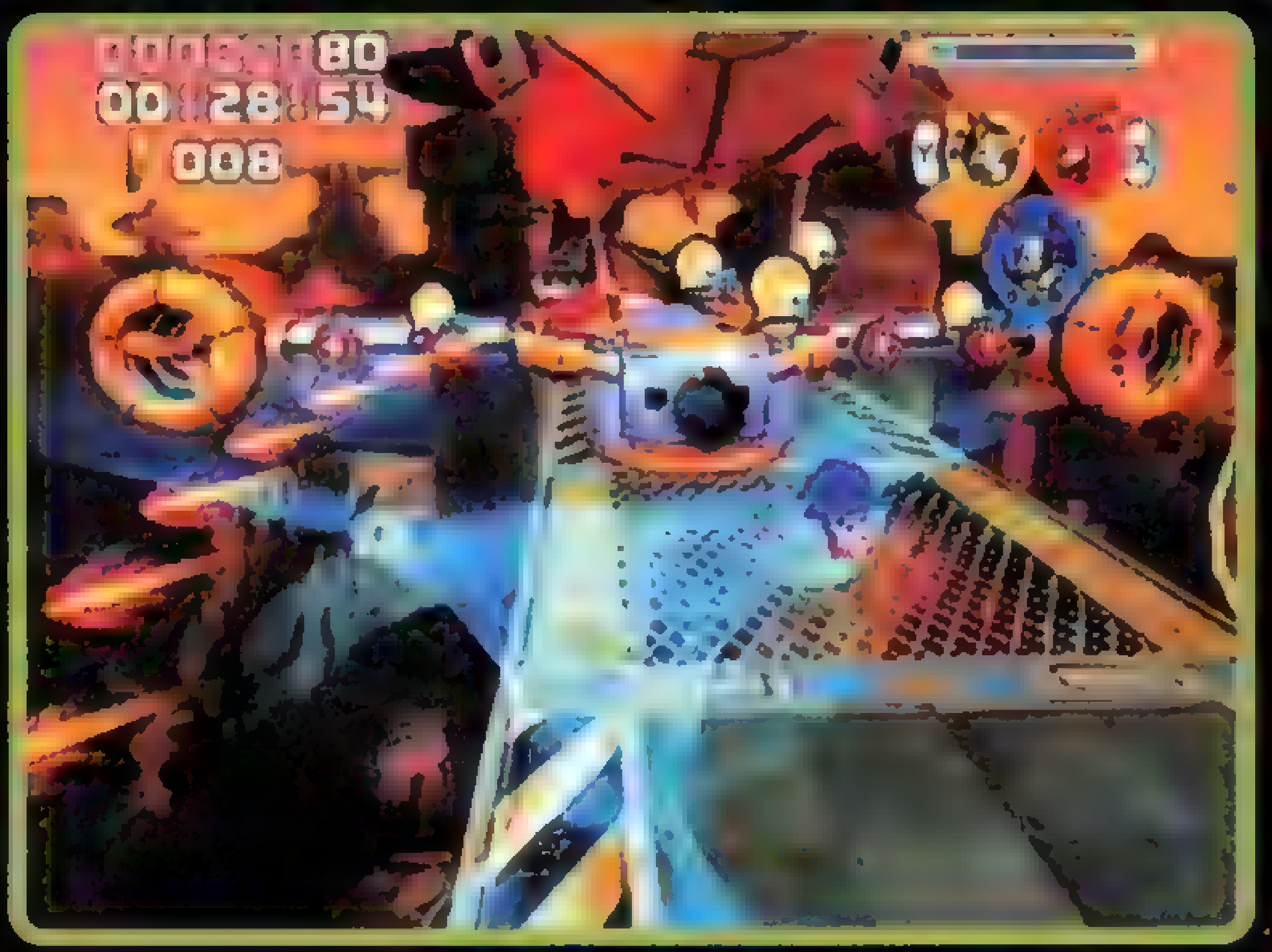
Teamwork Wins Again

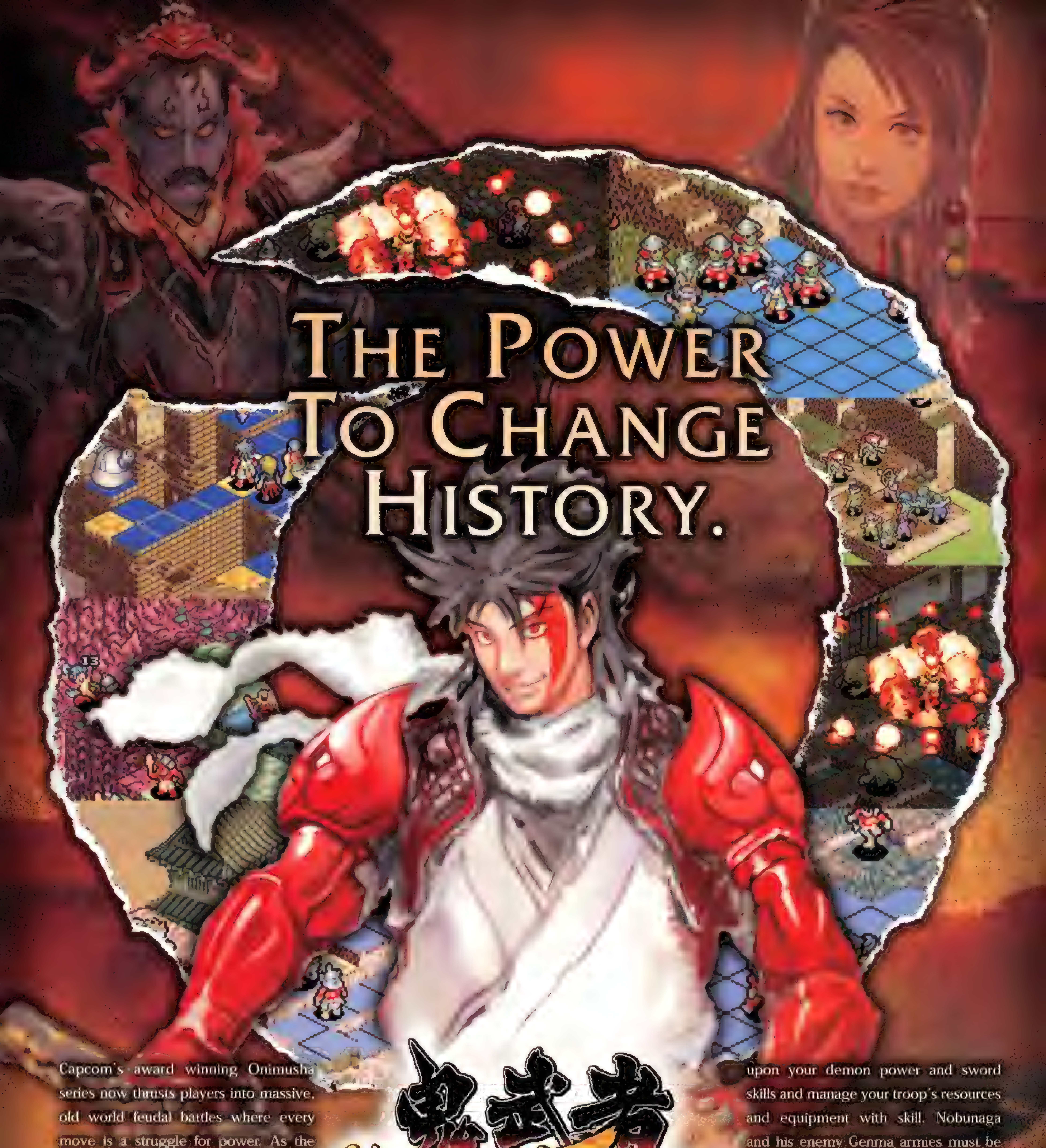


At the end of the level, you'll need to touch all three switches at once. In flying formation, drop Knuckles and Sonic at the two switches on the ground. Use Tails to reach the switch on the upper platform.

EGG ALBATROSS

Continue around the course, collecting rings and defeating enemies to build your Team Blast meter. When you get under the ship, unleash a Team Blast. You'll need two blasts to destroy the lower portion, and another blast to finish off the body of the ship. 🍄




THE POWER TO CHANGE HISTORY.
13
鬼武者
Onimusha Tactics™

Capcom's award winning Onimusha series now thrusts players into massive, old world feudal battles where every move is a struggle for power. As the young warrior Onimaru, you must call upon your demon power and sword skills and manage your troop's resources and equipment with skill. Nobunaga and his enemy Genma armies must be stopped in this mighty quest!

TEEN
T
CONTENT RATED BY
ESRB

Suggestive Themes
Mild Violence

GAME BOY ADVANCE

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Harry Potter AND THE SORCERER'S STONE™

Based on the story that started the best-selling series, EA's Harry Potter and the Sorcerer's Stone for GCN will enchant fans of all ages with its magic and charm.

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Fantasy Violence

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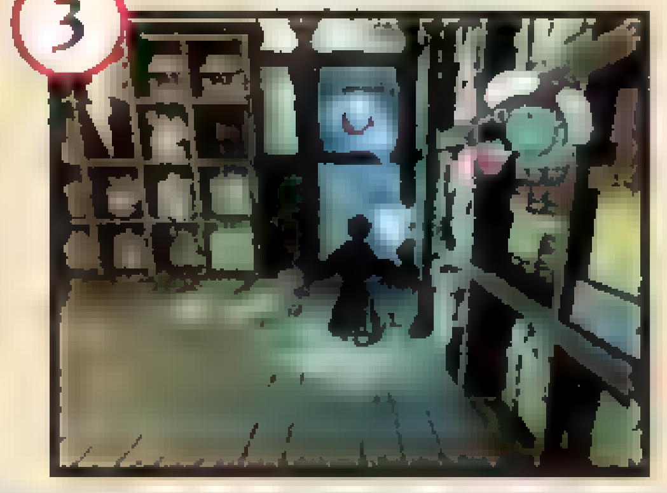
Life at Hogwarts

When Harry Potter walked through the doors of Hogwarts School of Witchcraft and Wizardry, he could have never anticipated what awaited him. We'll take you through the first four days of his adventure.

Day One

1. **Let your wand choose you at Ollivanders wand shop.**
2. **Find the Flipendo spell book.**
   - Jump across the gaps and sidle along the walls to reach the Flipendo spell book on the other side of the room.
3. **Use Flipendo on objects in the room to find the exit.**
   - Hit the Flipendo shield on the wall with the Flipendo spell to unlock the door.
4. **Hit the symbols with Flipendo in the order displayed to unlock the door.**
5. **Find a copy of the Folio Bruti.**
6. **Stun the imps with Flipendo, then toss them in cages.**
7. **Aim at and hit the Flipendo shield on the rotating object with Flipendo.**
8. **Find the *Standard Book of Spells*.**
   - Charge up the Flipendo spell, then hit the Flipendo shield repeatedly.

③



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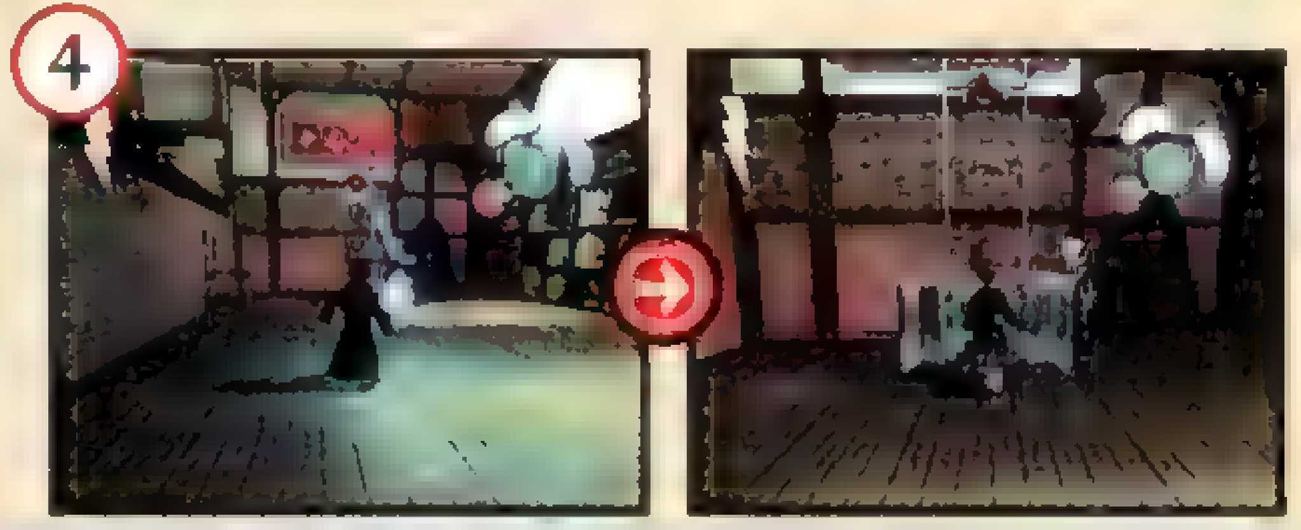


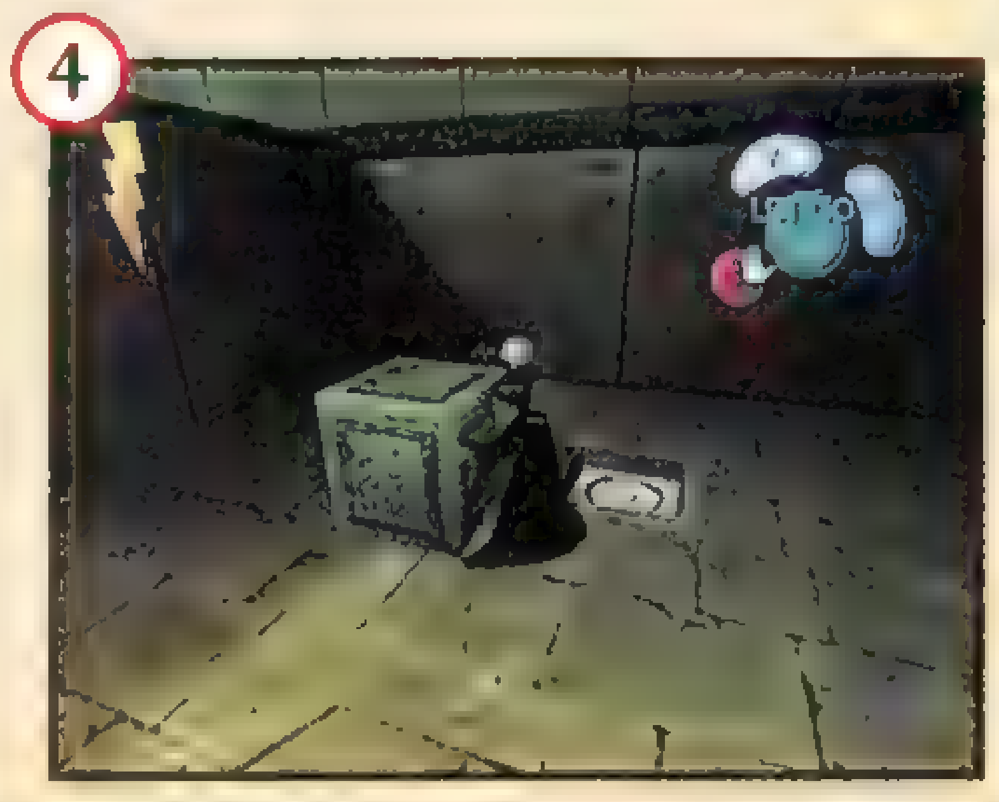
Night One

1. **Go to the Gryffindor common room (7th floor).**
2. **Sneak past Percy in the study to visit Fred and George.**

Day Two

1. **Read the notice board (Gryffindor common room).**
   - Read the "lost book" notice for *Magical Theory*, by Adalbert Waffling.
2. **Go to Potions class (dungeon).**
   - First assignment: Find Asphodel, Dittany and Wiggentree Bark for the next Potions class.
3. **Go to the Defense against the Dark Arts class (third floor).**
4. **Find the Lumos spell book.**
   - Toss the imp into a cage to earn a Challenge Shield.
   - Cross the bridge and enter the door. Climb the ladders and use the boxes to reach the chests and beans. Push the boxes onto the floor tiles to open the room's center.
   - Call Hedwig and feed her the Owl Treats that are in the chests along the wall—she'll drop a ladder for you.
   - Climb the ladder then toss the imps into cages to open the door—get the Lumos spell book.
   - Use Lumos to cross the broken floor to the secret doors.
   - Defeat the ghosts with Lumos. Enter the newly unlocked door then push the box onto the floor tile.
   - Hit the Flipendo shield on the wall to reveal a gargoyle. Use Lumos on it to make steps appear, and climb them to the exit.
5. **Attend flying lessons with Madam Hooch (flying pitch).**
   - Catch Malfoy in a magic-broom chase.
6. **Visit Hagrid at his hut.**
   - Open the door at the base of the stairs. Throw the gnomes down the hole to unlock the gargoyle. Use Lumos on it to reveal new steps. Find the Asphodel above the waterfall.

④



Night Two

1. Meet Malfoy on the fourth floor for a wizard's duel.
2. Find the Alohomora spell book in the library (second floor).
   - Crawl through the hole into the library to find the book. Defeat the ghosts with the Lumos spell.
3. Return to Ron and Hermione.
4. Unlock the door with the Alohomora spell to free Ron and Hermione.

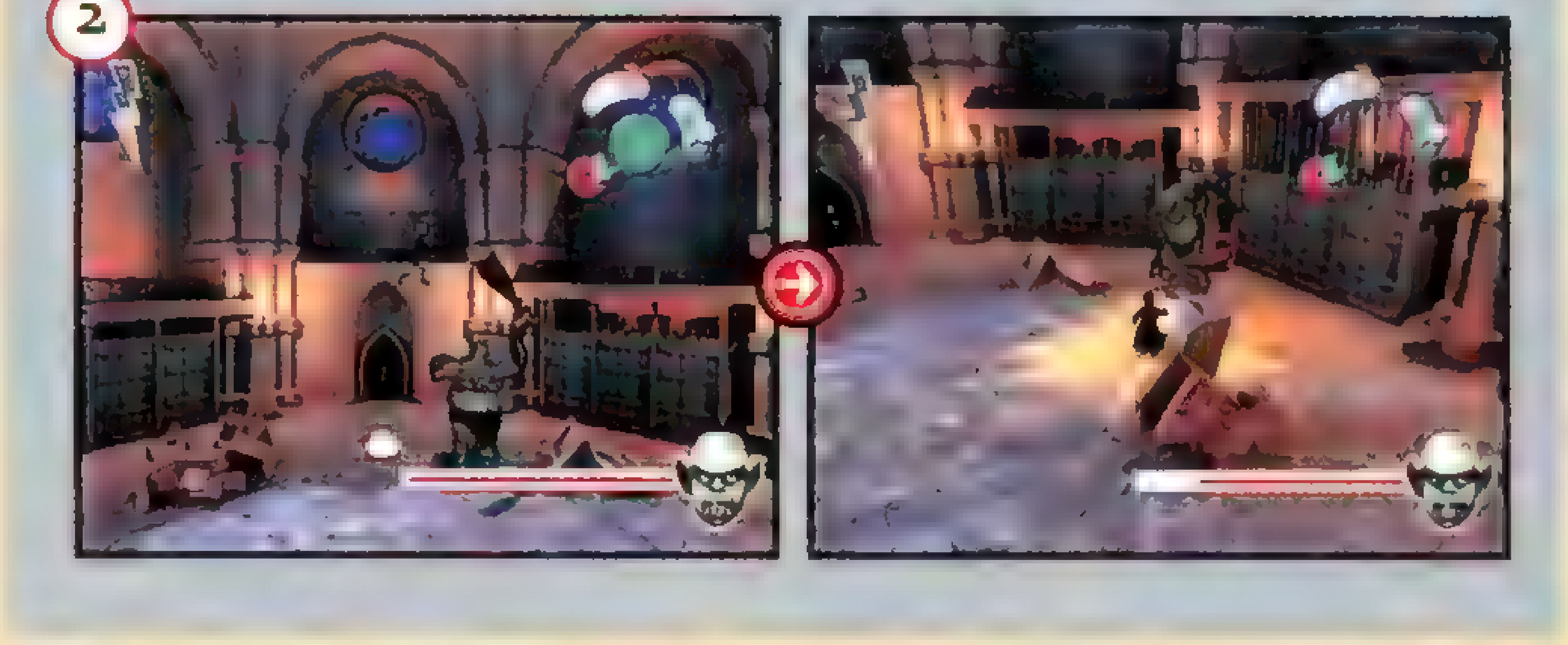
Day Three

1. Go to Charms class (second floor).
2. Find the Spongify spell book.
   - Defeat the ghosts by using Lumos.
   - Go up one floor and collect the items in the first room.
   - Unlock the door and knock the Fire Crab off the ledge with Flipendo. Push the box onto the floor tile, then collect the Spongify spell book.
   - Use Spongify to spring over the wall. Toss the imps into cages, then use Lumos on the gargoyle to reveal a path.
   - Shoot two Fire Crabs off a ledge then push the box onto the floor tile.
   - Use Spongify on the Spongify pad to spring up, then use the Lumos spell on a second gargoyle to reveal a path across the gap. Crawl through the exit.
3. Meet Ron at Hagrid's hut.
   - Unlock the door in the garden shed with Alohomora. Find the Dittany in the greenhouse.
   - Cast Spongify on the Spongify pad in the garden, then jump up to the ledge on the right. Follow the path around and shoot the Bowtruckles with your Flipendo spell.
   - Jump to the trunk's center to find the Wiggentree Bark.
   - Find *Magical Theory*, by Adalbert Waffling, near Hagrid's hut and return it to the notice board to get a Wizards Card.

Night Three

1. Go to the Halloween feast (great hall).
2. Rescue Hermione from the troll.
   - Use the Spongify spell on the pads. Right before the troll swings to hit you, jump on the spell-activated pad and spring over his head. The troll will hit himself with his club—a few hits will knock out the beast.

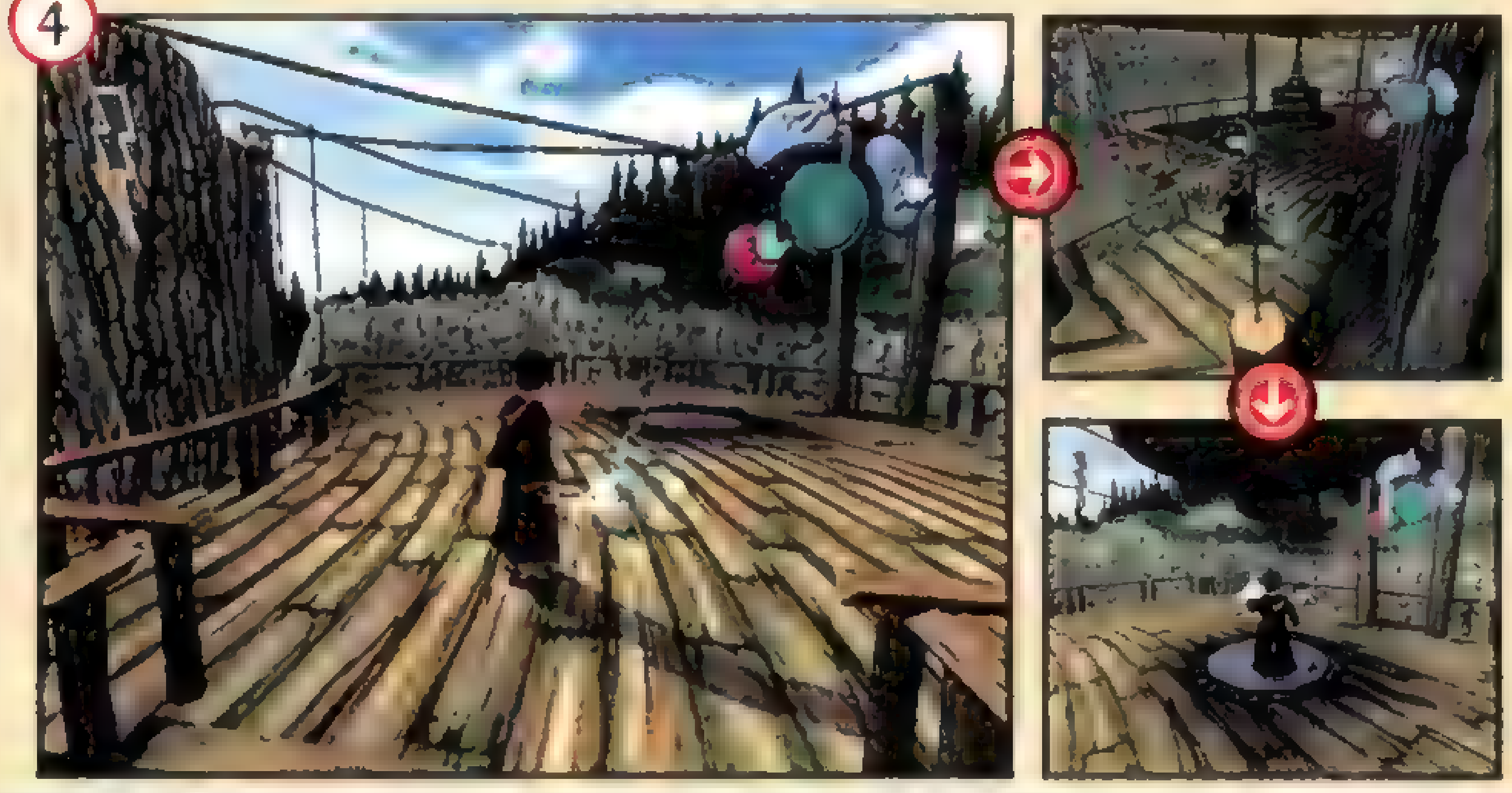
2



Day Four

1. Go to Potions class (dungeon).
   - Second assignment: Find Puffapod Spores, Flobbeworm Mucus and Moondew for the next Potions class.
2. Go to Herbology class (greenhouse).
3. Find the Diffindo spell book.
   - Defeat the troll to get a Challenge Shield and to make a tree fall. The tree will create a bridge.
   - Roll the log by hitting it with the Flipendo spell.
   - Hit the Gytrashes several times with Lumos to defeat them. Collect the Diffindo spell book.
   - Cut down the bridge that hangs overhead with Diffindo. Toss the gnomes down the nearby hole.
   - Hit the tree root with Diffindo to lower yourself.
   - Ignore the troll. Climb the tree and follow the path around. Hit the flailing roots with Flipendo. Shoot the Horklumps first with Flipendo and then with Diffindo to defeat them. Knock out the Doxies with Flipendo, put the imp in the cage, then crawl through the exit.
4. Collect the ingredients for Potions class.
   - Enter the garden and cut down the tapestry with the Diffindo spell.
   - Climb into the wooden structure and shoot the Doxy.
   - Knock the Flobberworm onto the platform using Flipendo, then drop below. Defeat the three Bowtruckles that guard the machine.
   - Use Flipendo on the machine to crush the Flobberworm, then collect the Flobberworm Mucus.

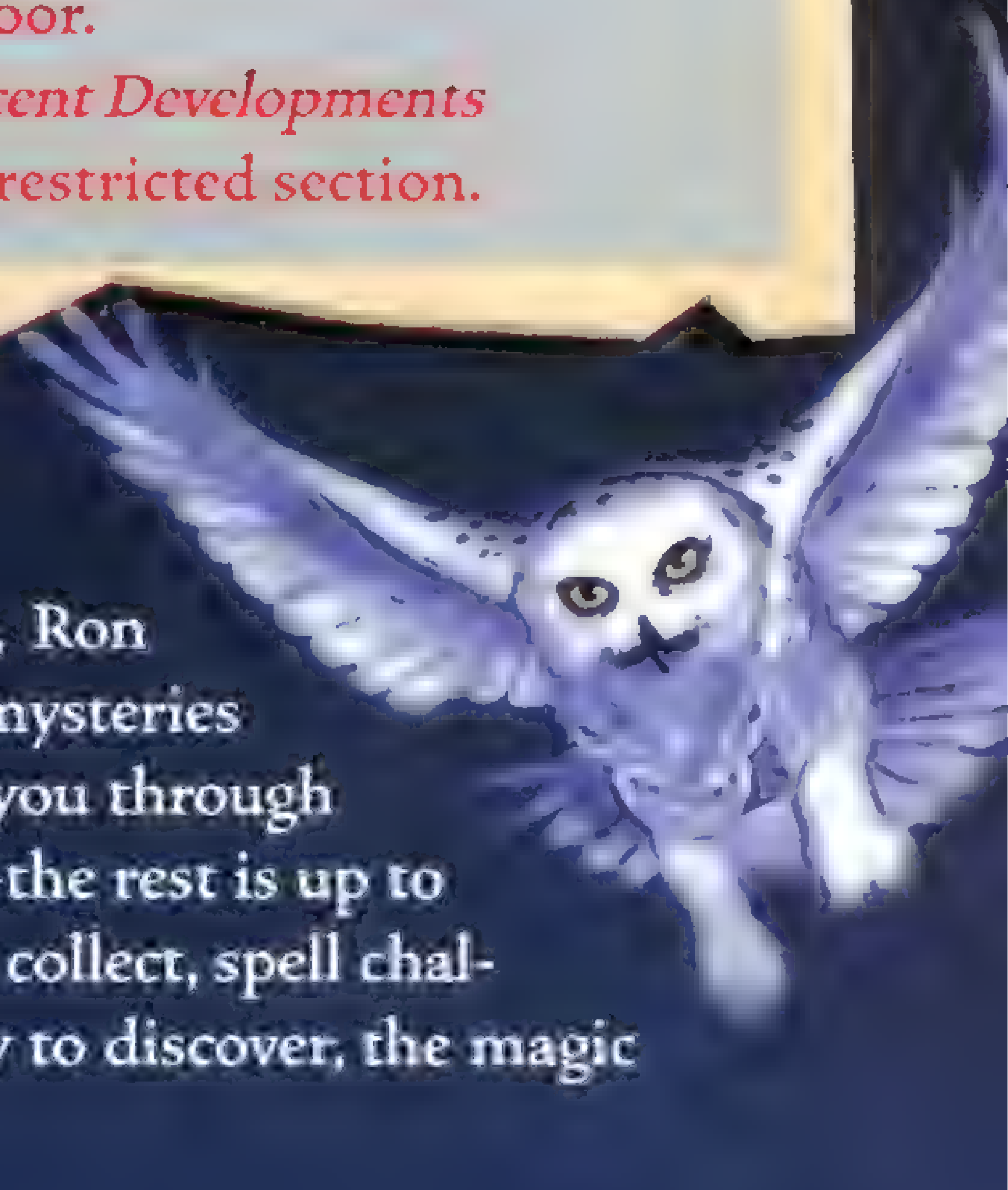
4



Night Four

1. Follow Ron to the second floor.
2. Find a copy of *A Study of Recent Developments in Wizardry* in the library's restricted section.

Dawn Breaks



As morning draws near, Harry, Ron and Hermione dream of what mysteries the day will hold. We've guided you through about 40 percent of the game—the rest is up to you. With 101 Wizards Cards to collect, spell challenges to master and more story to discover, the magic has just begun.

EA GAMES TAKES YOU FOR THE RIDE OF YOUR LIFE!

NEED FOR SPEED UNDERGROUND

FEED THE NEED

The Need for Speed series has gone underground, offering GCN drivers a brilliantly crafted arcade driving feast that features circuit, sprint, drag and drift racing. Build a high-performance tuner car, give it the visual style to turn heads and earn street cred by challenging the best racers in town. Life in the fast lane has never been more exhilarating.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Language
Suggestive Themes

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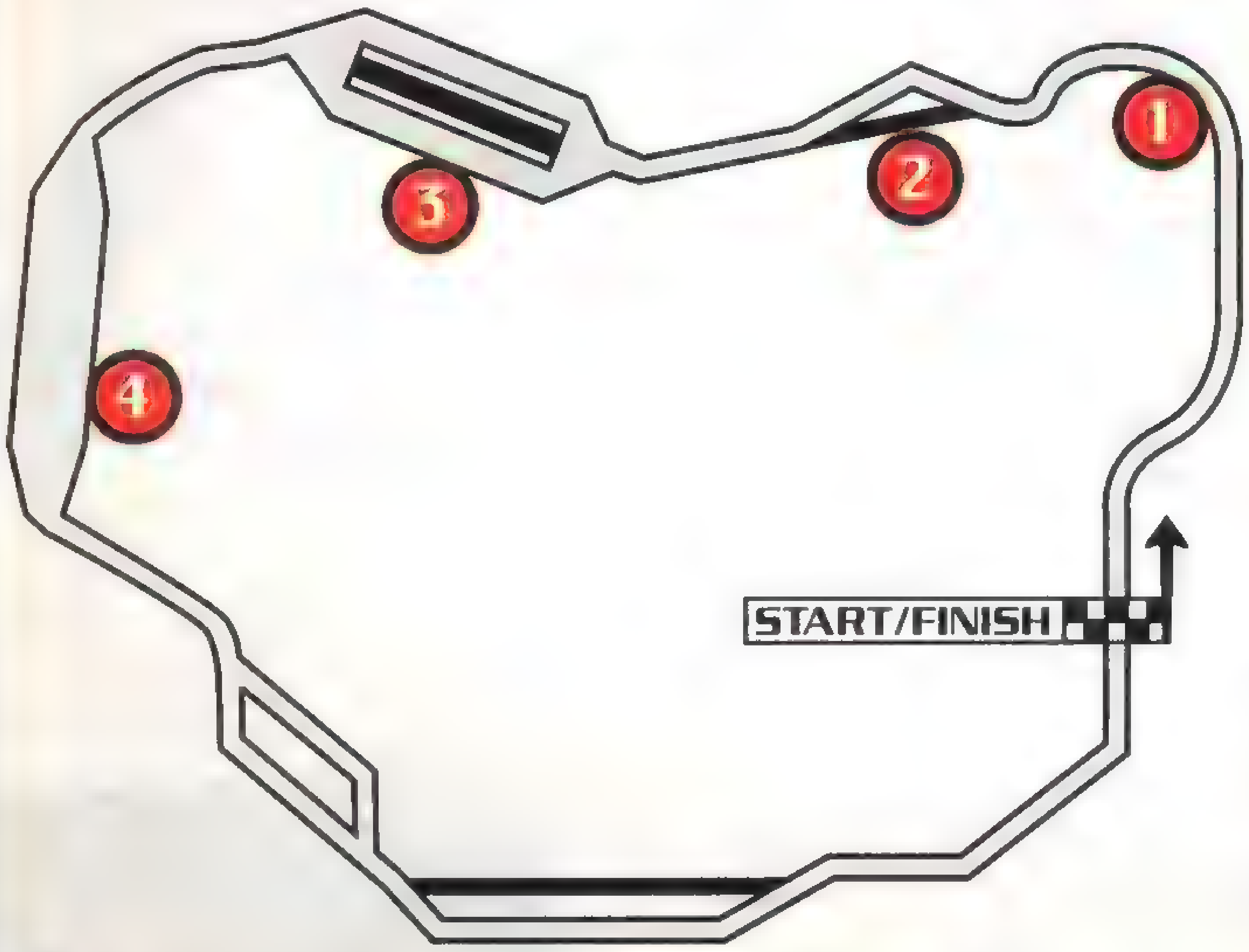
GO UNDERGROUND

Need for Speed: Underground's Go Underground mode puts you in the role of an unknown driver with a stock car and dreams of becoming the best in town. While competing in five types of races, you'll have to perfect driving techniques and spruce up your ride with performance parts and visual upgrades to reach the top. More than 100 challenges await those who go underground.

CIRCUIT RACE

Circuit races loop through city streets for several laps. All of the tracks are located in one city, but the routes through town vary. As you progress in Go Underground mode, you'll unlock courses for Quick Race and Split-Screen (multiplayer) modes. Our driving tips will give you the winning edge.



How to Earn Style Points

- **Head Start** - Rev close to the red line to get a fast start.
- **Power Slide** - Tap the hand brake to slide around a corner.
- **360° Spin** - Use the hand brake at high speed to initiate a spin.
- **Drafting** - Follow another car closely for several seconds.
- **Shortcuts** - Find and take a shortcut.
- **Near Miss** - Pass closely without hitting another vehicle.
- **Clean Section** - Cover a section of track without hitting anything.
- **Hang Time** - Catch air over jumps. More time earns you more points.
- **Lead Lap** - Cross the start/finish line in the lead at the end of a lap.
- **Victory** - Win the race to earn a Style Point bonus.

① Slide Rules

Tap the hand brake to put your car into a slide, and steer into the skid to maintain speed around sharp corners. Apply throttle as you come out of the turn.

② Cut It Short

Cruise the courses in Free Ride mode to hunt down all the shortcuts, then use them during races. Be careful—many shortcuts are narrow and difficult to enter at high speed.

③ Draft Style

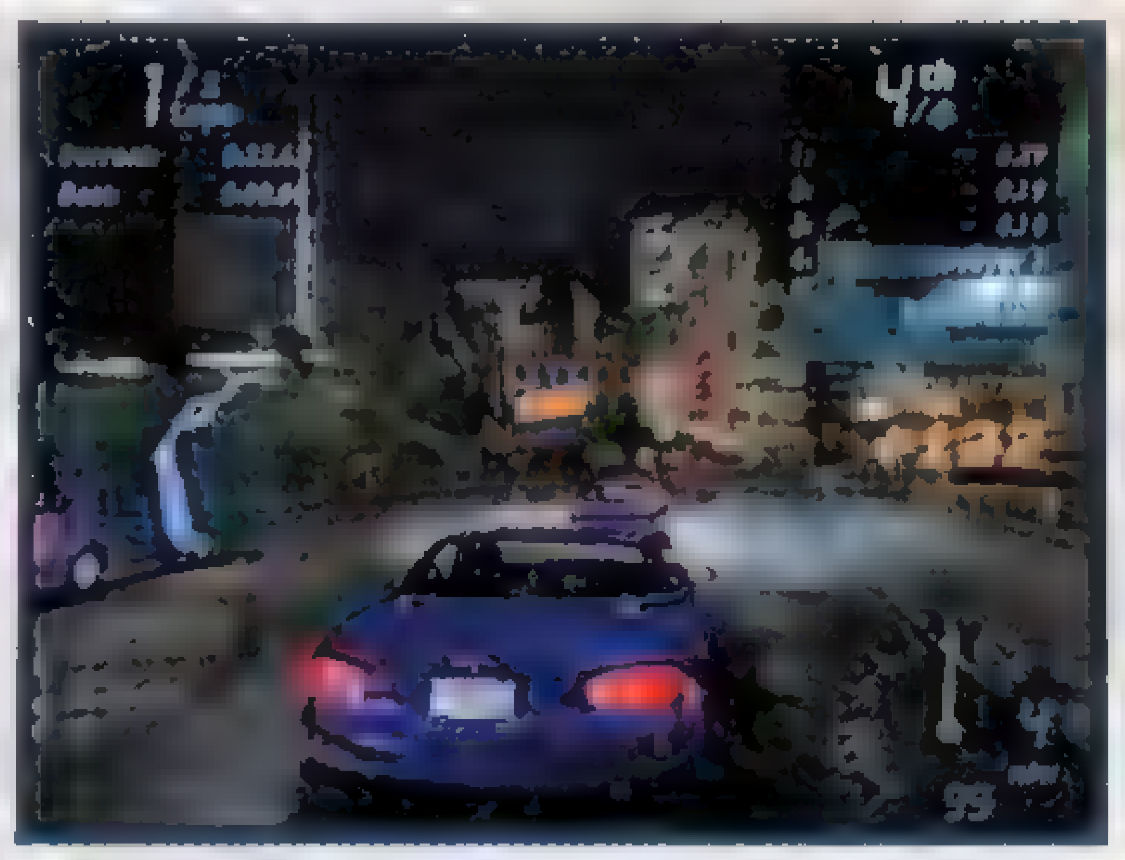
Follow the car in front of you closely and earn Style Points. The longer you draft, the more points you'll earn. Also earn Style Points for catching air over jumps, drifting around corners and barely dodging traffic. (See the blue box to the left for more stylin' tips.) You'll lose points for crashing or failing to clear a jump.

④ Danger Ahead

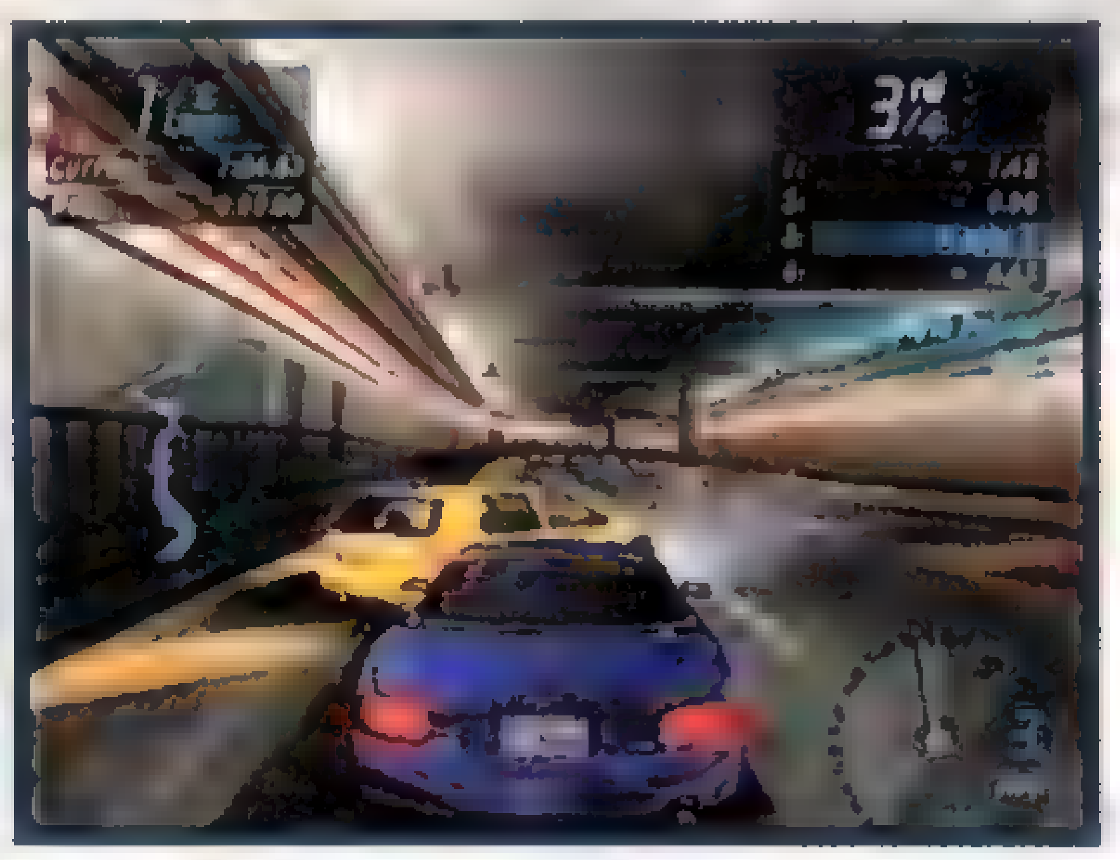
Some roadside objects will break away if you slam into them, but others will stop you in your tracks. Steer clear of trees, street lamps, fences, buildings and cement barriers. You should also avoid hitting other cars—but sometimes that's easier said than done. Rubbing against other cars or objects will slow you down.

SPRINT RACE

Sprint races in Go Underground mode are quick point-to-point dashes through the city. You'll have little margin for error, so you need to drive cleanly but aggressively.



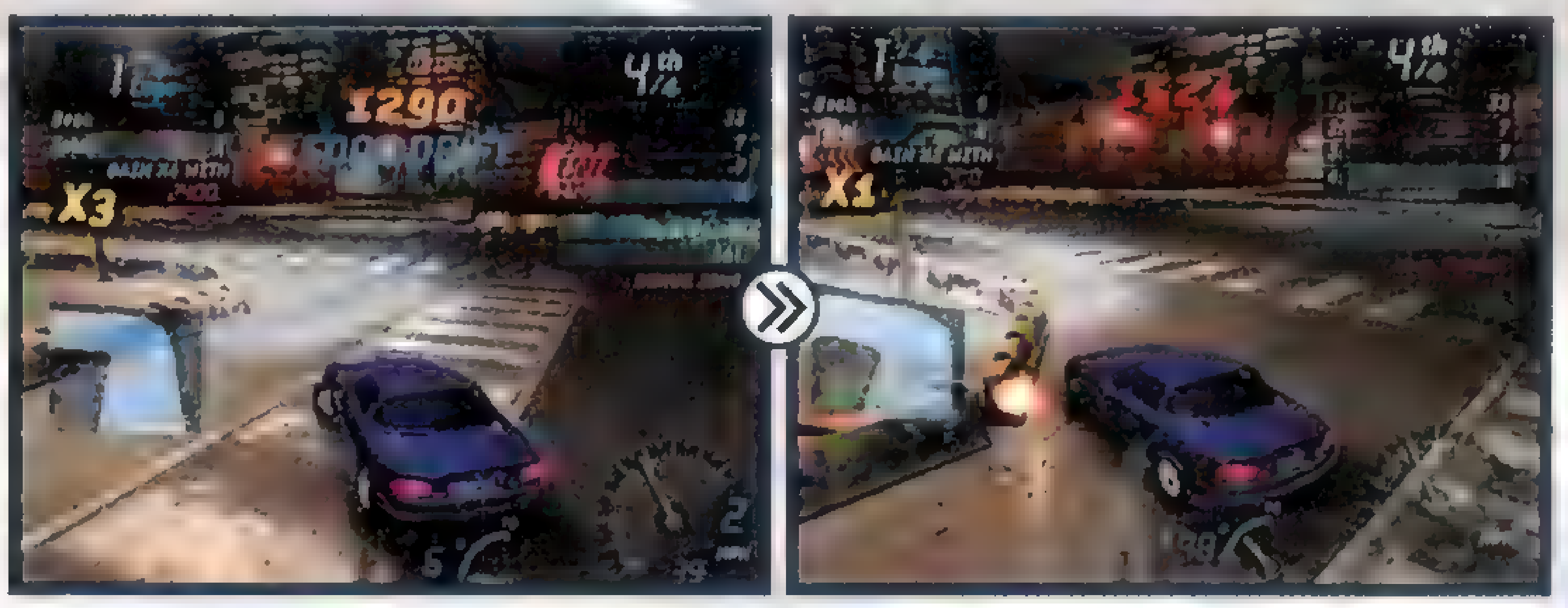
Use the draft technique on straightaways to stay close to the leaders, then pass them on an inside corner.



Make contact with another car to knock it out of the race or to put yourself ahead.

DRIFT RACE

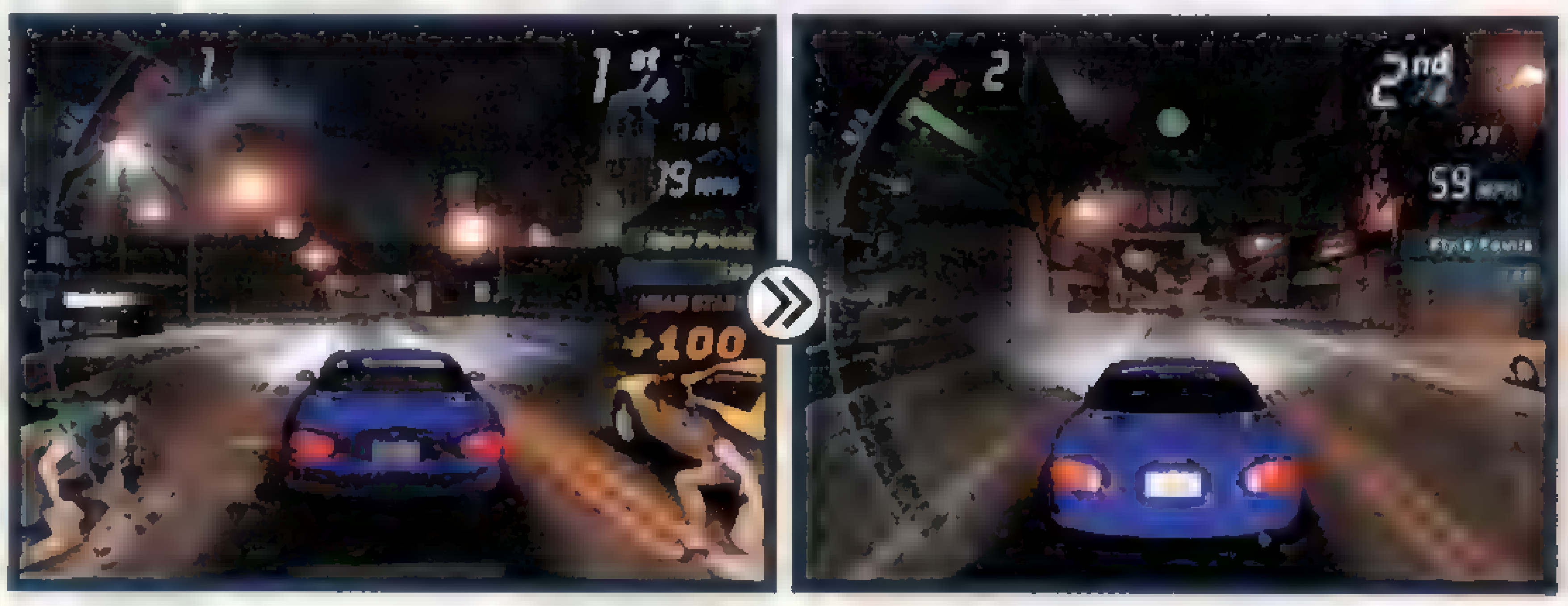
Drift races take place on slick-as-ice oiled tracks. Although you race alone, you'll have to score more points than three other cars. Use throttle and precise steering to drift like a pro.



Maintain a high speed and make long drifts around corners. Keep an eye on the multiplier goals and earn maximum points by drifting on the outside of the track near the wall—just don't lower your score by crashing into the barrier.

DRAG RACE

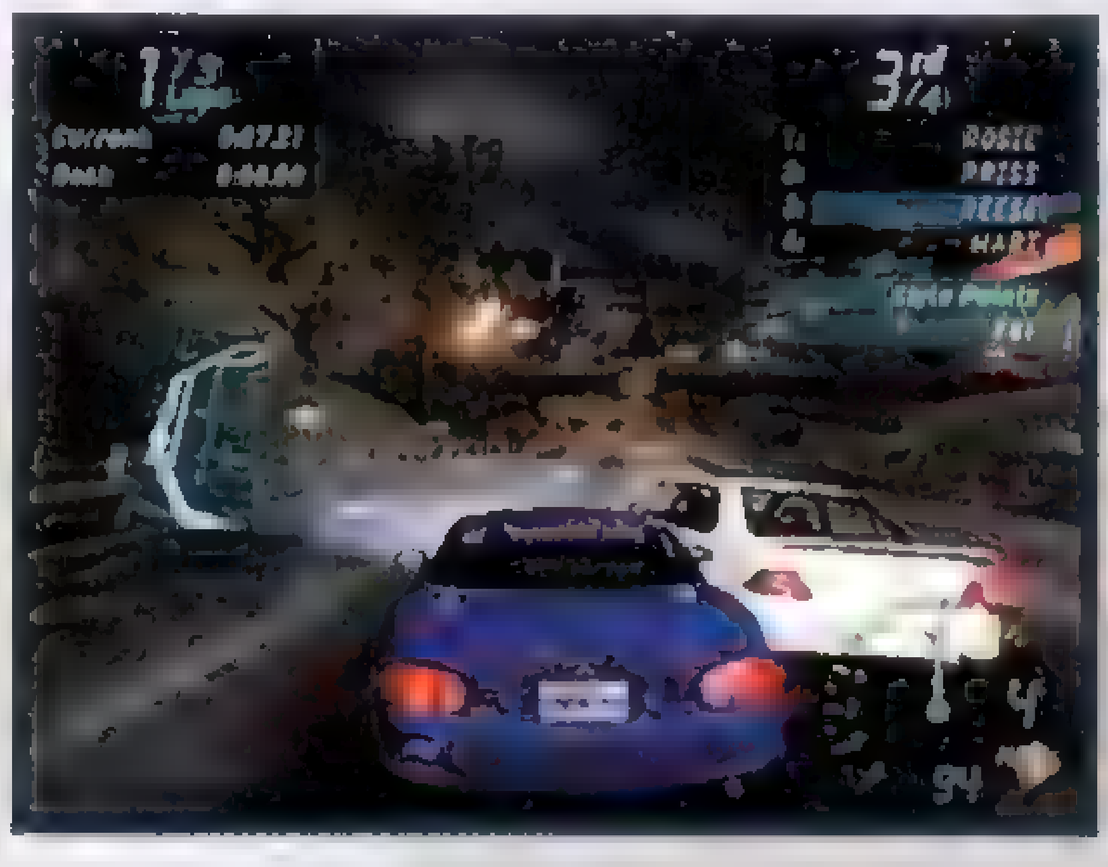
Drag racing will test your nerves and timing. The races are straight point-to-point dashes. You'll have to shift gears with precision while avoiding traffic and obstacles.



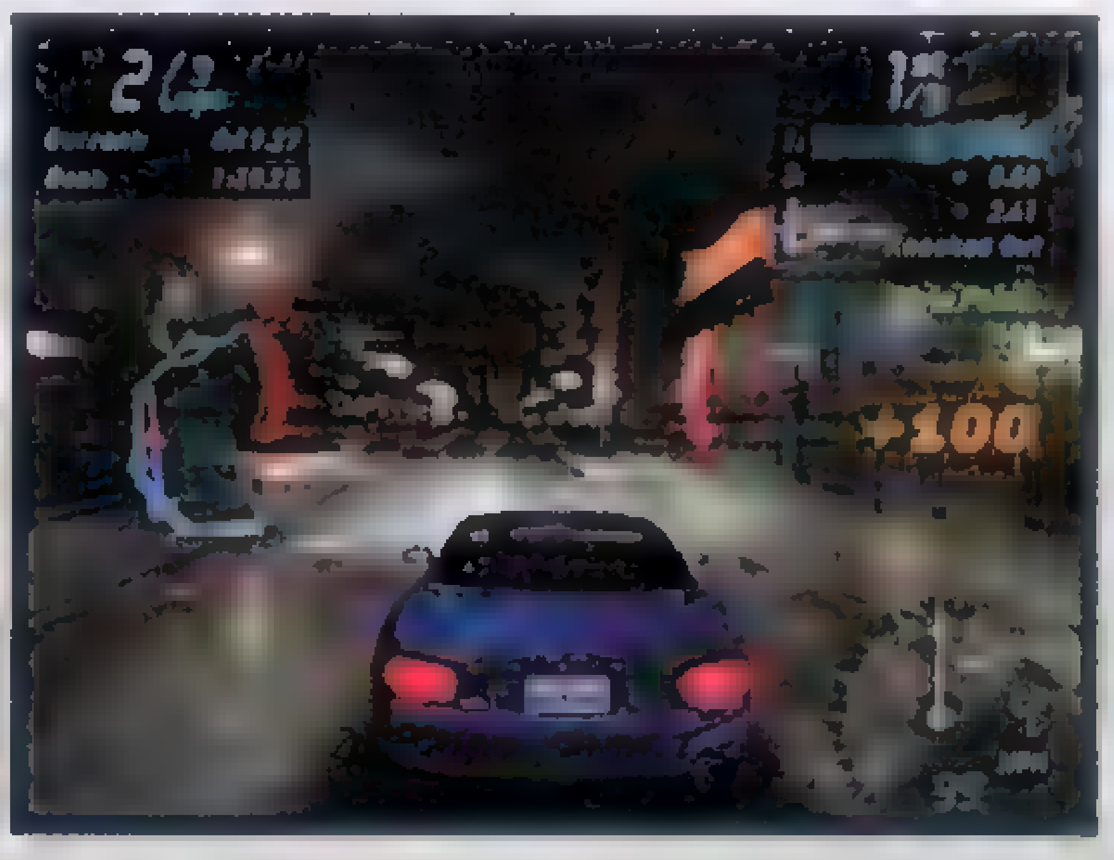
Try to get a quick start off the line and avoid contact with other racers. Keep one eye on the shift indicator light. When it turns green, shift immediately to maintain top speed. Tap the Control Stick Left or Right to change lanes.

LAP KNOCKOUT RACE

In a Lap Knockout race, the trailing car on each lap drops out of the race. You must be aggressive, as in a sprint, but race strategically over several laps like in a Circuit race.



Nudge other racers off the road or nose an opponent into head-on traffic if you have the opportunity.

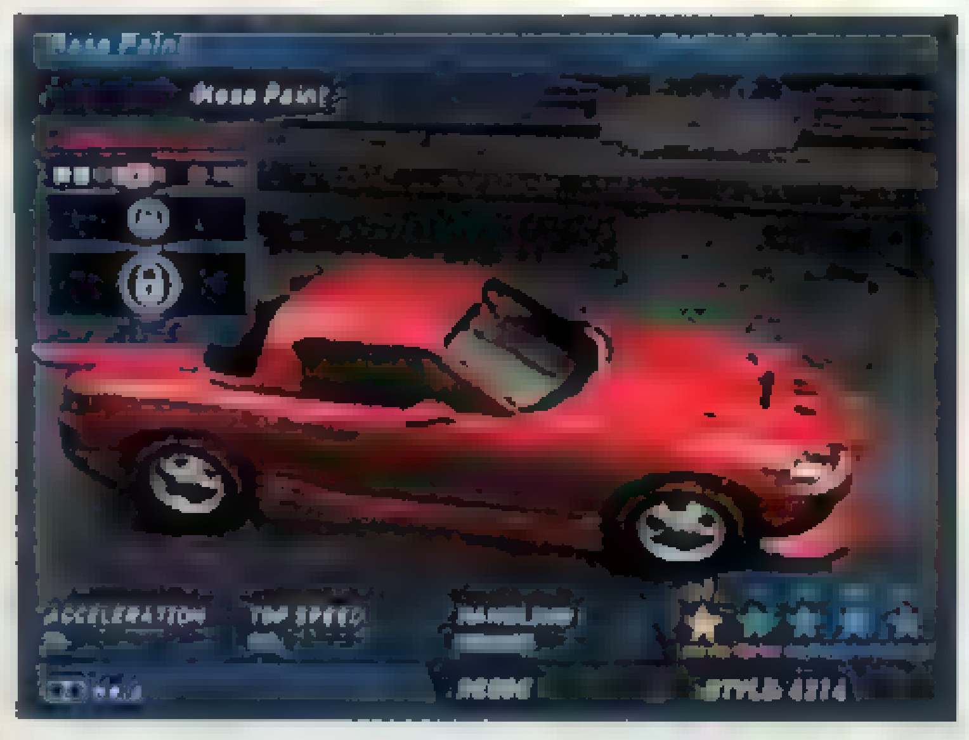


Shortcuts can give you a huge advantage. Use the drafting technique, too, but avoid sliding.

DETAIL YOUR GAME

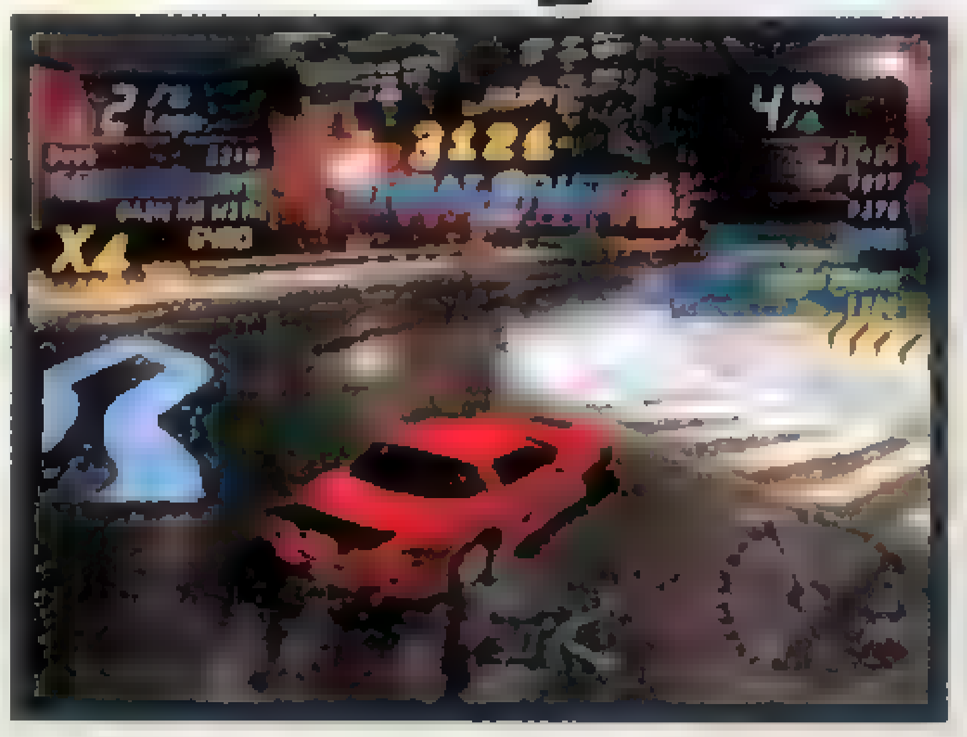
Need for Speed: Underground offers lots of ways to race, practice and exercise your creativity. Customizing your car can improve its performance and boost your reputation, which makes it easier to rack up Style Points and unlock even more cool options. You can go head-to-head with a fellow speed demon on all the tracks you unlock in the multiplayer Split-Screen mode.

Build It Your Way



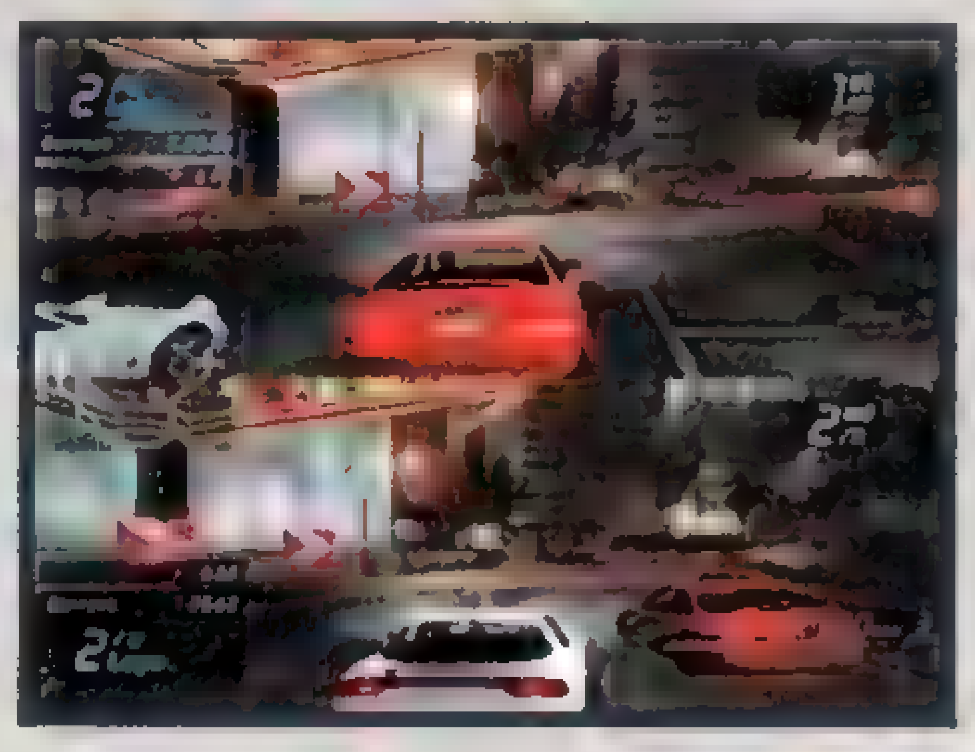
With 20 cars and dozens of parts, decals, vinyl accents and paint options to choose from, your ride is what you make it. Your race winnings will bankroll the customization process. Don't skimp—build a car that will make jaws drop.

Quick Stylin'



In Quick Race mode, you can race on any track that you've unlocked and earn more Style Points to open more options. It's a great way to learn the courses while stengthening your reputation. Try to maximize your Style Point earnings.

R.E.S.P.E.C.T.



Build a strong reputation by winning head-to-head races. You can play Split-Screen mode on any track you've unlocked.

YOU NEED THE SPEED

Need for Speed: Underground packs in superrealistic graphics with arcade-style fun. The soundtrack raps and rocks, plus you can customize the tune list to play whatever you want. As for the racing—from tournaments to drag races—NFSU fills the night with high-octane action. Speed is good.

GOBLIN COMMANDER

UNLEASH THE HORDE

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EPIC CENTER
SPECIAL REVIEW

Real-time strategy fans can put down their mice and rejoice—Jaleco's Goblin Commander: Unleash the Horde is here!

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

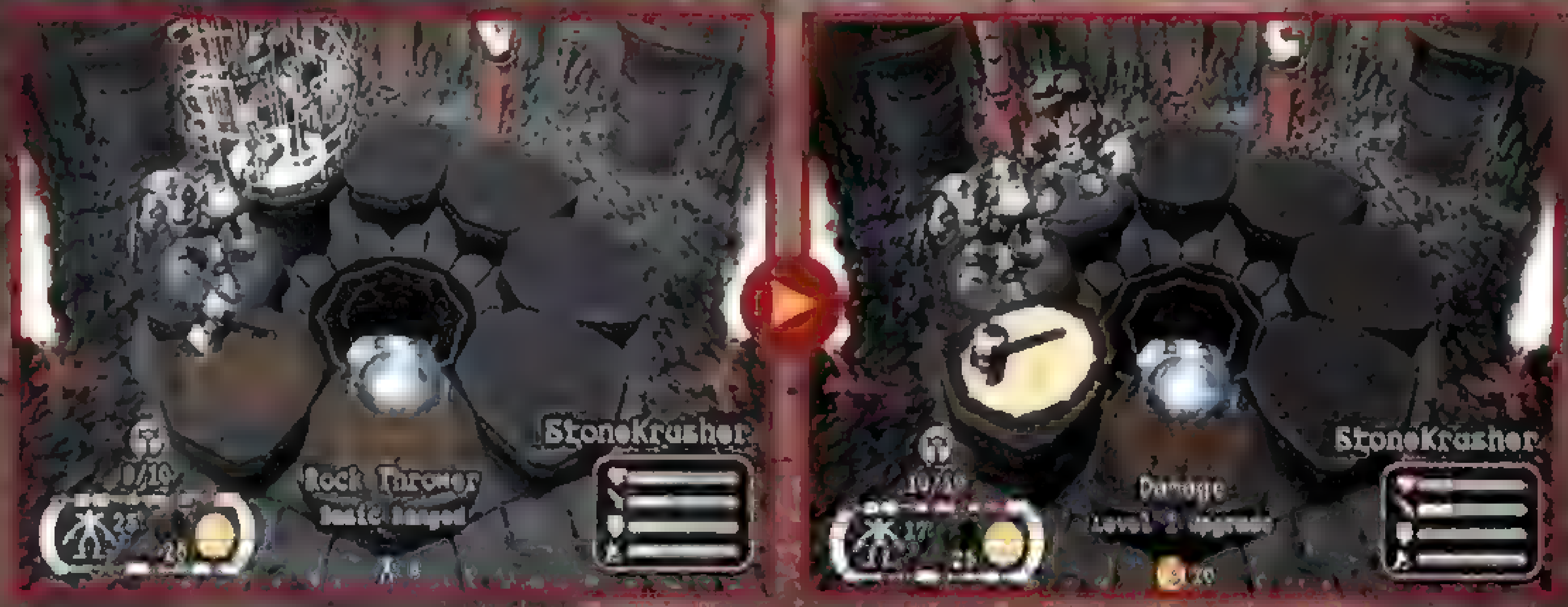
TALES OF GOBLINS PAST

Goblins are a low and basic form of life, unconcerned with glamorous pursuits such as knowledge, pride and dental hygiene. They were created by a human wizard named Fraziel to be his servants and children, working on the creation of a grand device known only as the Great Machine. But then things went horribly wrong . . .

COMMAND RESPECT

Goblin Commander is a real-time strategy game, which means you'll be controlling multiple characters in large battles that unfold before your eyes. Learn the basics of combat before you set out, because there's no stopping the tides of war.

A New Power Is Rising



There are five goblin clans, each with five basic fighting units and a massive Titan unit. You will need gold, soul or both to build new goblins, and you can have only 10 per clan under your control at one time. Goblins are built inside large buildings called Clanshrines.

Mad Coin

Control
StoneKrusher
10/10

You'll receive gold for breaking things. Rocks, buildings, piles of logs—it's all fair game. You can also find piles of gold in secret areas.

Your Soul Purpose

Control
StoneKrusher
10/10

You'll gain souls by taking over Soul Fountains—stand next to the fountain for a short time to claim it. You can also slay enemies for souls.

CLAN WARFARE

Each of the five goblin clans is best suited to fight another: Stonekrusher bests Nighthorde, which bests Hellfire, which bests Plaguespitter, which bests Stormbringer, which bests Stonekrusher. Just because a clan is strong against another doesn't mean that it will score an instant victory—it just gives the clan a slight advantage.

Stonekrusher

StoneKrusher

The heartiest of all the clans, Stonekrusher's specialties are brute force, unquestioning loyalty and clever one-liners.

Nighthorde

NightHorde

Beware the Nighthorde clan! Evil even by goblin standards, it has tapped into the awesome power of the underworld.

Hellfire

The Hellfire clan is suited to long-range warfare—although its chainsaw-wielding melee units can deal a ton of damage.

Plaguespitter

PlagueSpitter

Dank, foul and despised by all, the Plaguespitter clan fights dirty with toxic poison and burning acid.

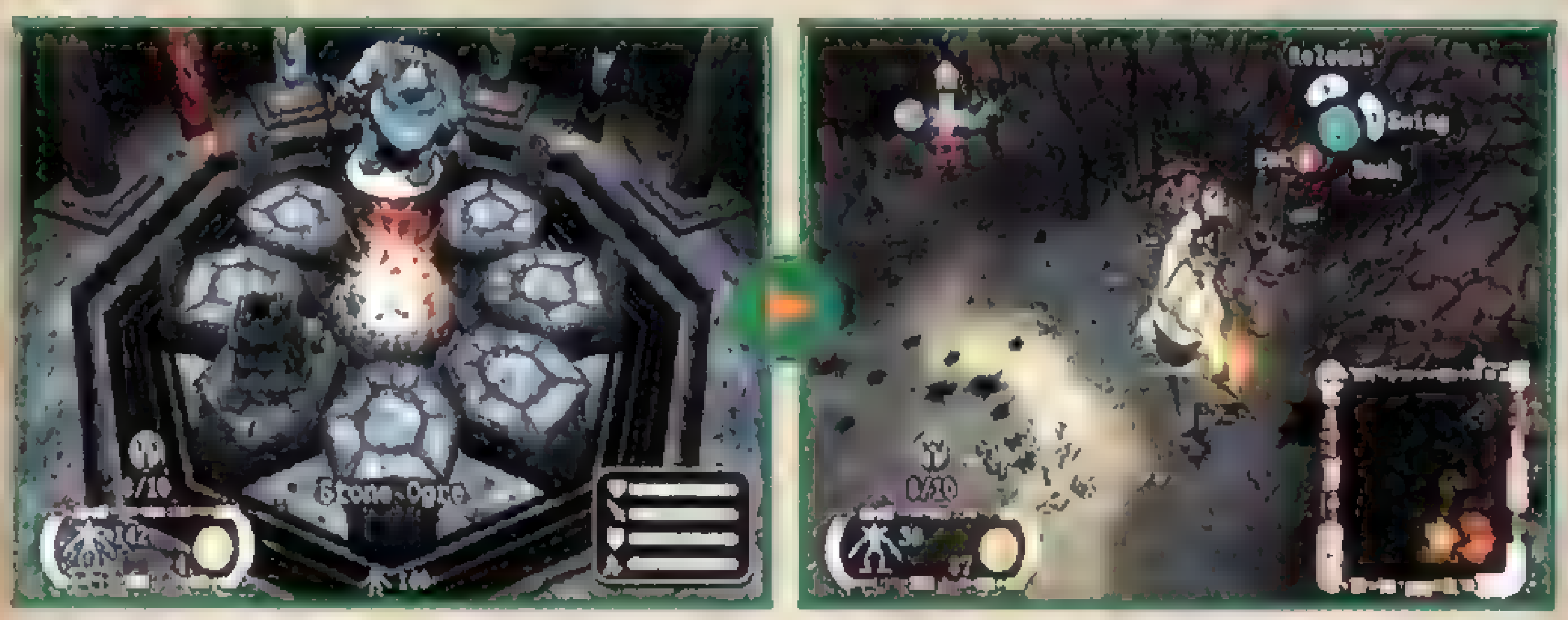
Stormbringer

StormBringer

The Stormbringer clan has spent centuries learning to control the elements. Its magical knowledge is second to none.

Titans

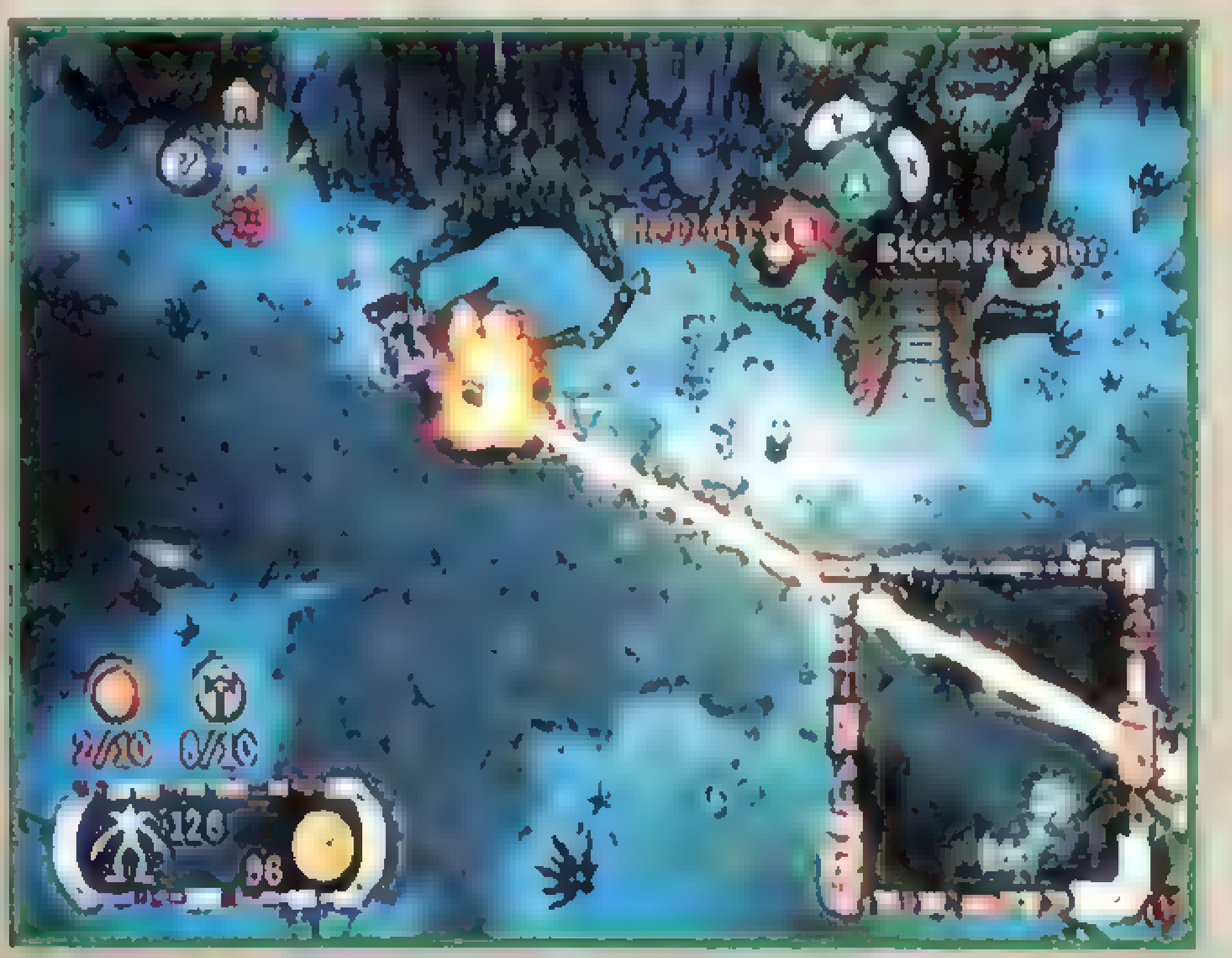
Each clan has a Titan—a massive, fearless creature that will gleefully lead smaller troops into battle.



To take control of a Titan, move the cursor over it and press the Y Button. Once you have it, hold the R Button and double-tap the button that controls your chosen clan to have all soldiers follow you.

Turrets

Turrets are stationary units that attack any enemies foolish enough to wander into range.

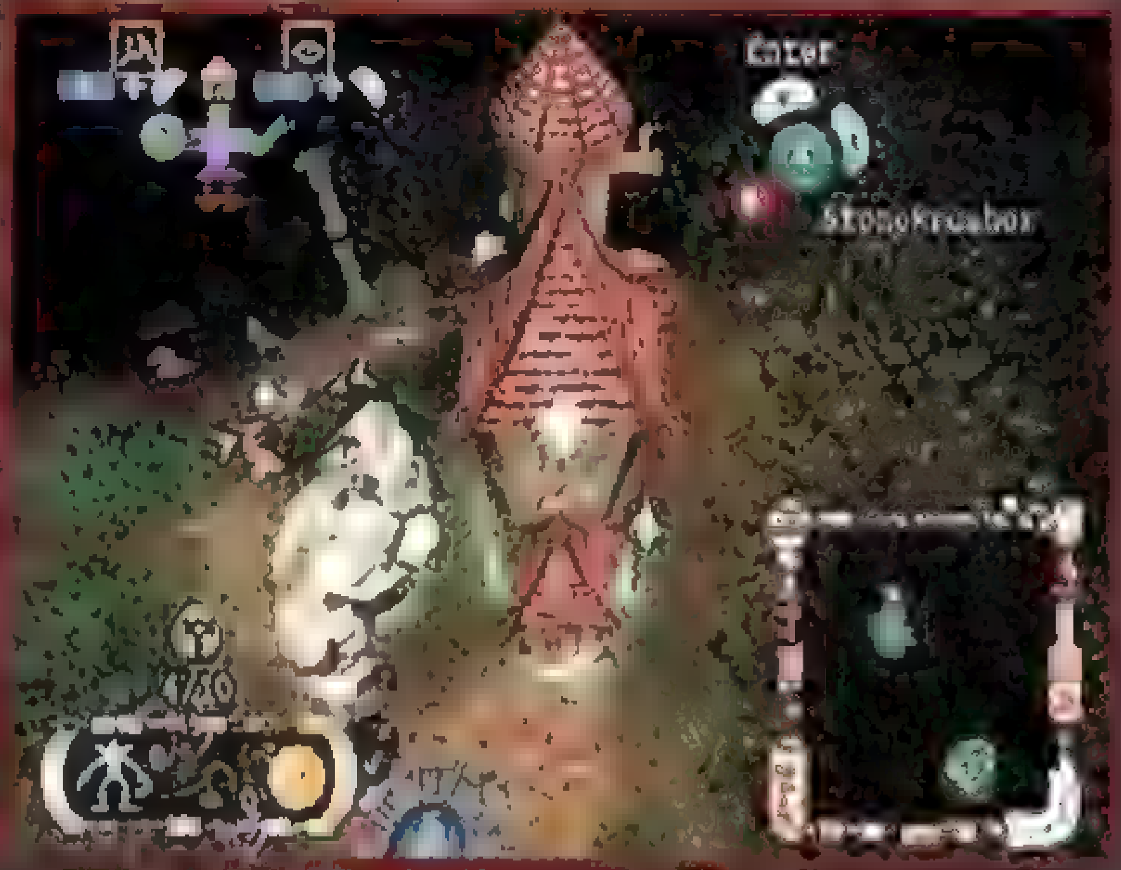


You can place a turret anywhere your soldiers are—even in the middle of an enemy camp. You must first clear the fog of war, then have at least one soldier in the area.

RUNESTONES

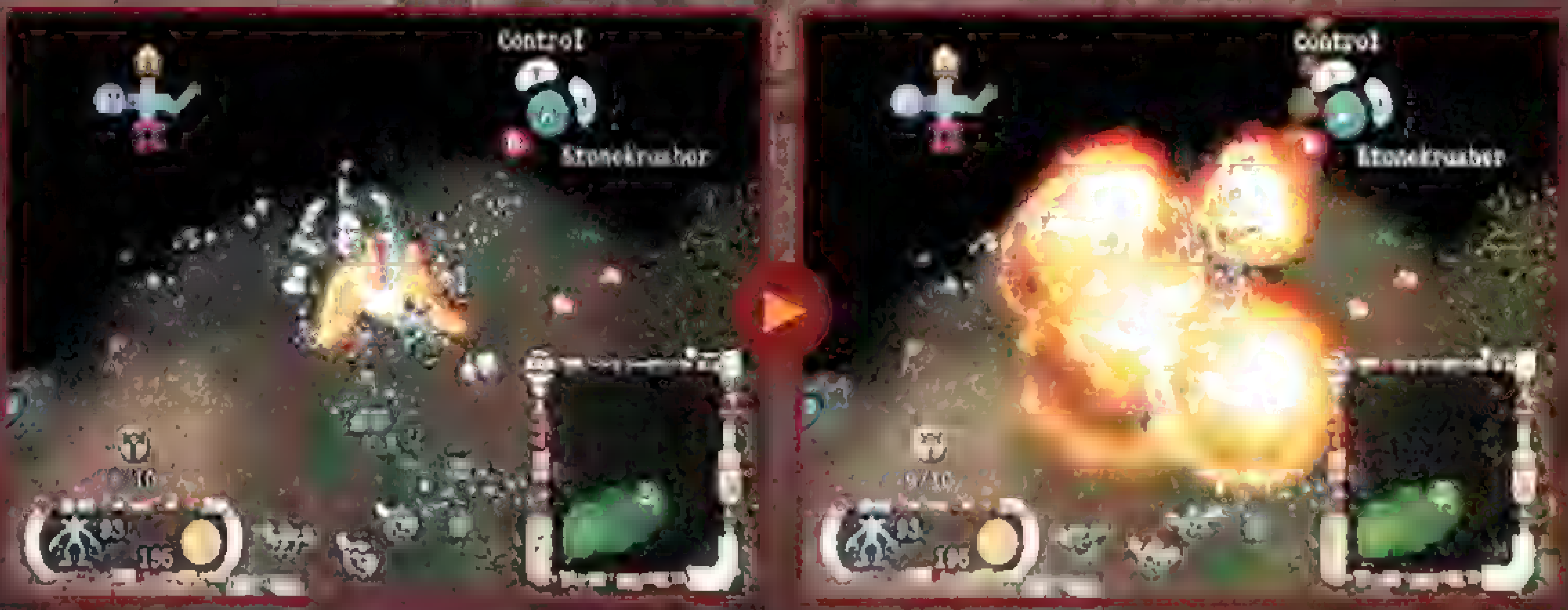
Goblins may not be the most clever of creatures, but they can still use powerful magic if it comes prepackaged. Magical Runestones can do fun things like calling down fire and turning your foes into helpless sheep.

The Alchemist Shop



You can find Runestones all over the map and also buy them at the alchemist shop. You must take control of the shop by stationing units in front of it for a time.

Unleash the Power



To summon the power of a Runestone, hold Z and press the R or L Button. You can have only two Runestones in your inventory at a time.

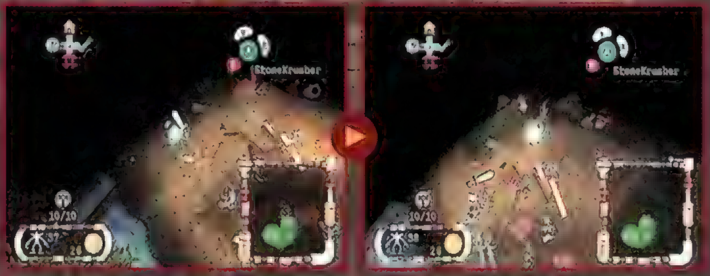
THE STORY–ACT II

With the unfortunate demise of Fraziel, the land of Ogriss has been thrown into chaos. As the story begins (Act I is a tutorial mode) the Stonekrusher clan must discover why a group of angry Hellfires is razing the forest.

Woodland Work Zone Objectives

1. Make contact with the Hellfire clan
2. Capture the Soul Fountain
3. Find and cripple the lumber encampment

Smite Your Foes

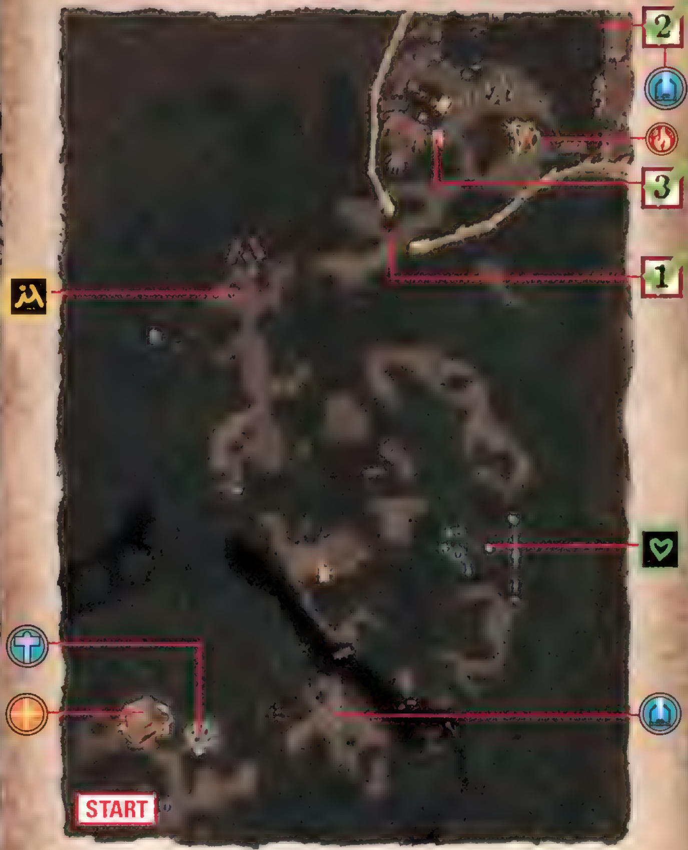


You'll have to move northeast across the map to find the Hellfire lumber encampment. Along the way, you'll find small groups of Hellfire soldiers and piles of logs. Take them out for souls and gold.

1 2 3 Meeting Objectives

Your objectives aren't numbered in the game, so we've listed them in the order that you should accomplish them. To check your objectives, press Right on the Control Pad.

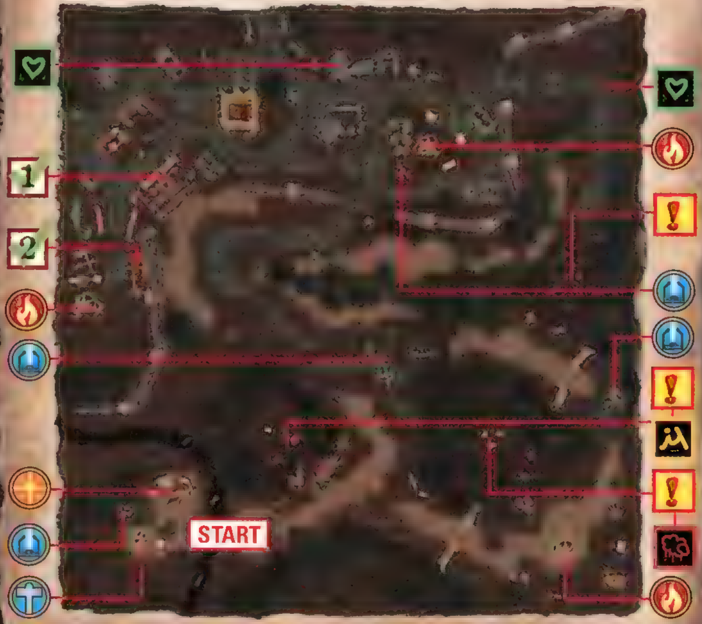
Woodland Work Zone



Map Key

Transmogrify Rune
Firestorm Rune
Heal Rune
Vision Rune
Observatory
Lightning Rune
Freeze Rune
Shield Rune
Slow Rune
Earthquake Rune
Hellfire Clanshrine
Soul Fountain
Hall of Titans
Stonekrusher Clanshrine
Alchemist
Stormbringer Clanshrine
Moongate

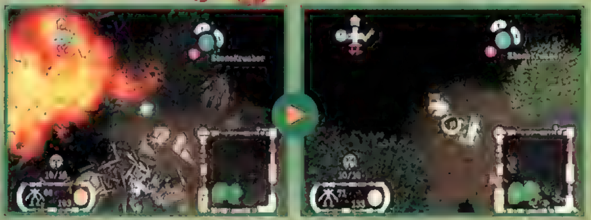
Oink, Oink, Boom!



Oink, Oink, Boom! Objectives

1. Investigate the Hellfire gunpowder factory
2. Destroy the Hellfire blast furnaces

Clearcutting

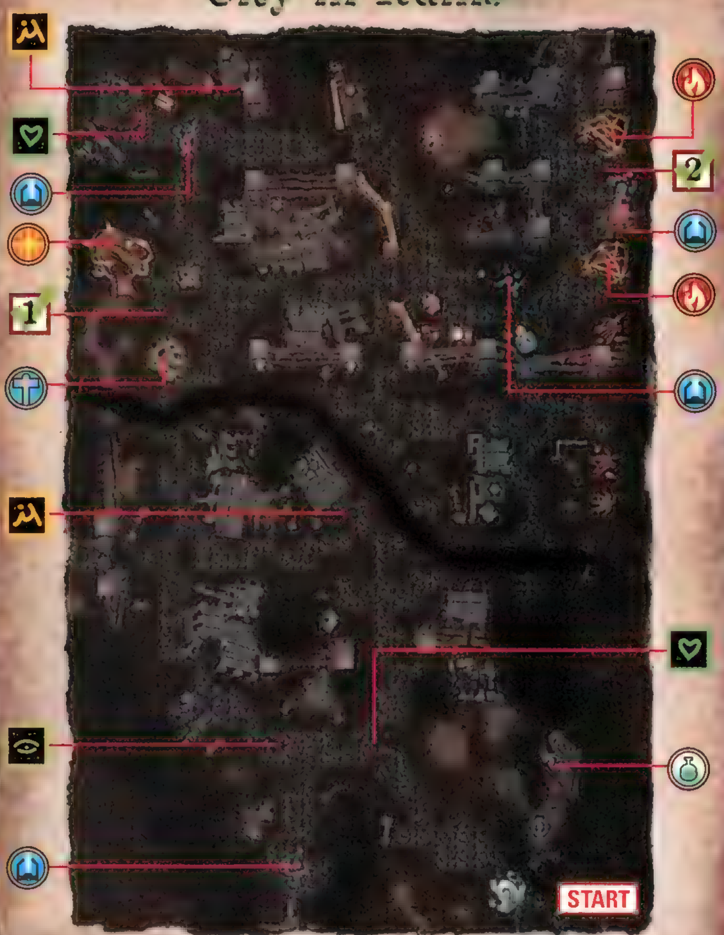


Some areas of the map are blocked off by trees. To get through them, hit the barrels full of gunpowder until they explode and burn down the flora—try to keep your distance!

1 Investigate the Factory

To avoid a long siege, blow up barrels on the east side of the map and sneak around the back side of the factory.

City in Ruins



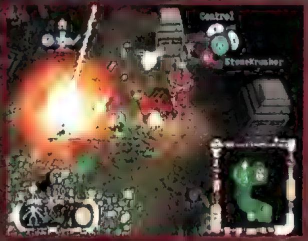
City in Ruins Objectives

1. Find the Stonekrusher encampment and assist in its defense
2. Destroy the Hellfire Clanshrines located to the east

1 Find the Camp

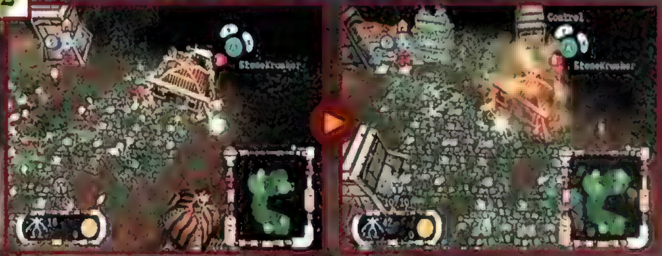
Head up to the camp and use the Stone Ogre to smash your way inside. Move quickly, or you'll be cut down by a turret.

Soul Man



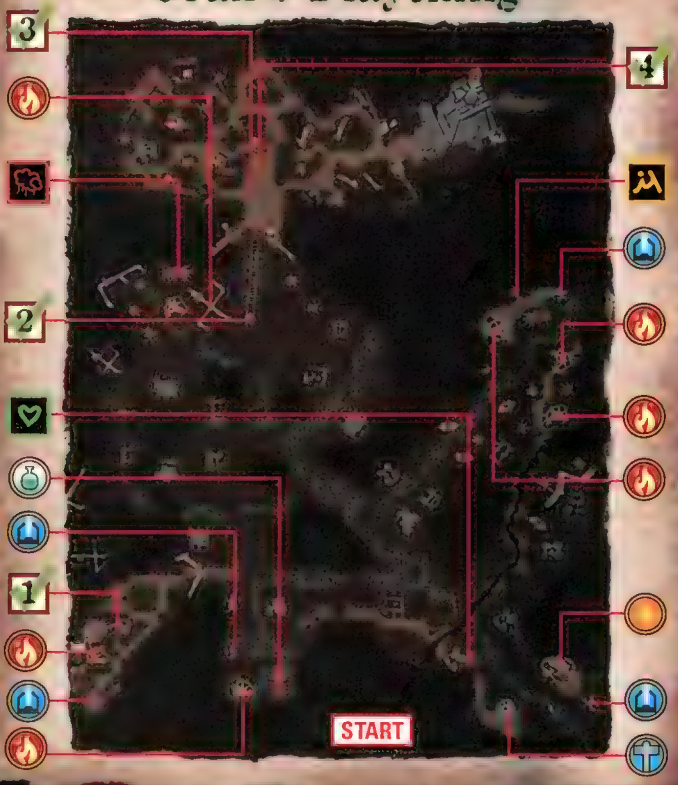
Souls are few and far between, so capture all the fountains you can. Grab the eastern two before heading to the shrine.

2 Destroy the Clanshrines



The shrines are guarded by a Warpigpult and multiple turrets. Send one goblin to clear away the fog of war, then drop a turret near the pig. Once you have a clear path, move in and smash the shrines.

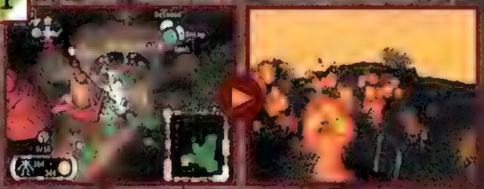
Grax's Plaything



Grax's Plaything Objectives

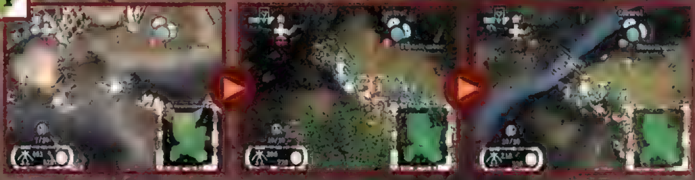
1. Cripple Grax's catapult
2. Capture Grax's catapult
3. Fight your way to Grax's fortress
4. Crush the last of the Hellfire defenders

1 Cripple the Catapult



Head for the camp to the west and take out all buildings. By doing so you'll cause an explosion that burns a path to the catapult.

4 Crush the Remaining Defenders

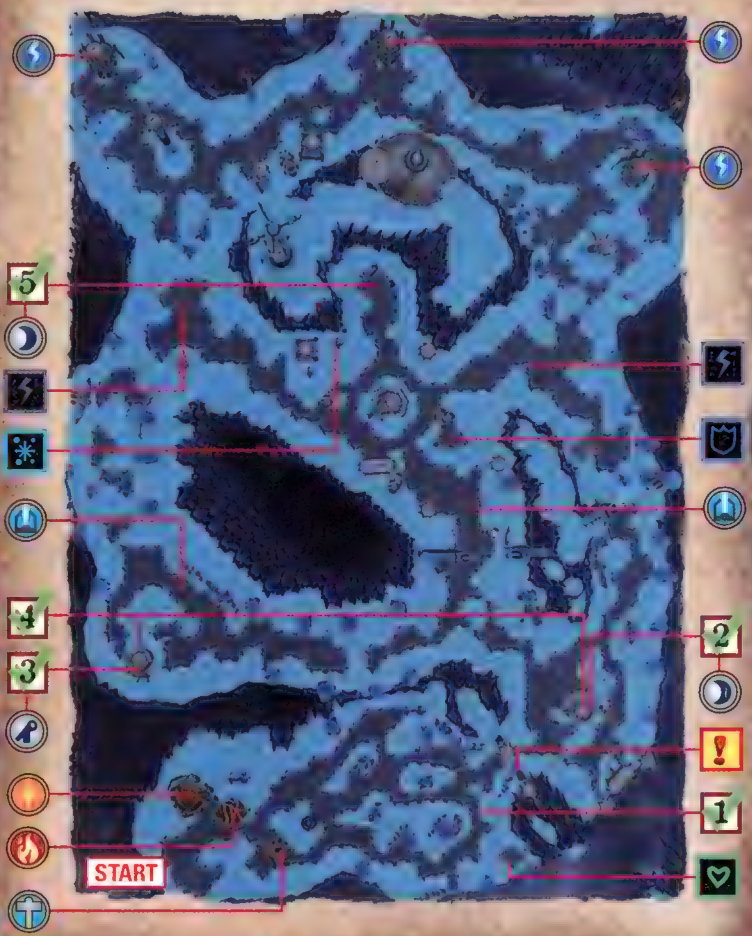


Use the catapult (fire with A, turn it with the C Stick) to bust through the gate, then move it in and smash the Hellfire defenses. Combine the catapult and your forces to clear out any remaining troublemakers.

ACT III

With the resistance smashed, the Stonekrushers turn their attention to the mountain stronghold of the Stormbringer clan. Your former enemies, the Hellfire Clan, will make very effective allies.

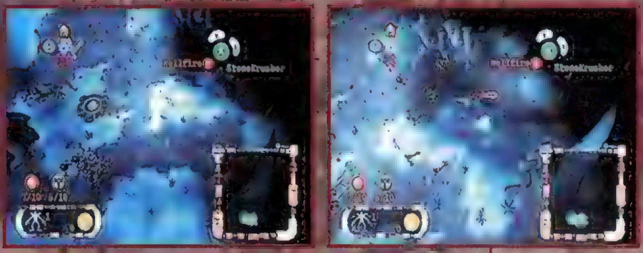
The Ritual

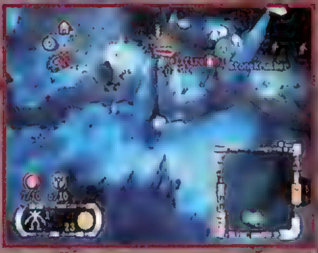


The Ritual Objectives

1. Investigate the surrounding area
2. Secure the Master Moongate
3. Find the observatory
4. Hold the observatory and Master Moongate until the blue moon becomes full four times
5. Use the Moongates to destroy all the Stormbringer Clanshrines

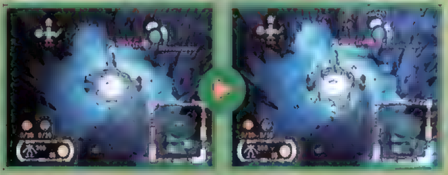
Two for the Price of One





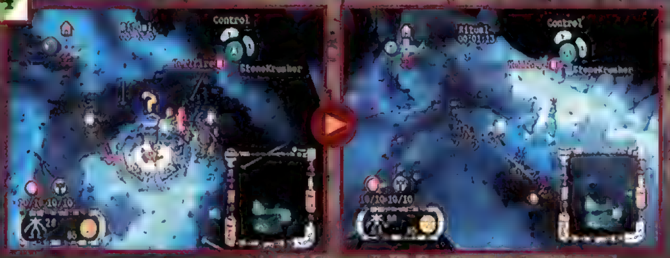
In Act III, you will control both Stormbringer and Hellfire units. The Stormbringers are controlled by the A Button, while Hellfires are controlled with the B Button. If you take command of one unit, you can have the second follow you by holding R and double-tapping the other clan's button.

! Use the Moongate



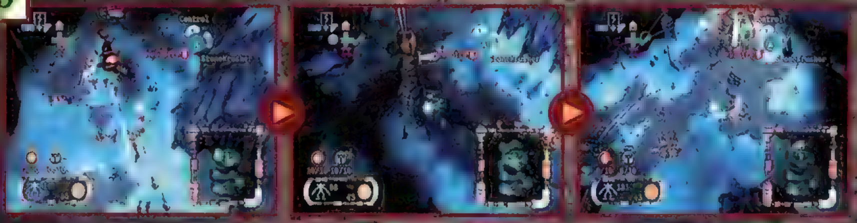
You can use the Moongates to warp around a level. Place one waypoint on the gate you control, then put a second on the destination gate. Titans cannot pass through a Moongate.

4 Protect the Moongate and Observatory



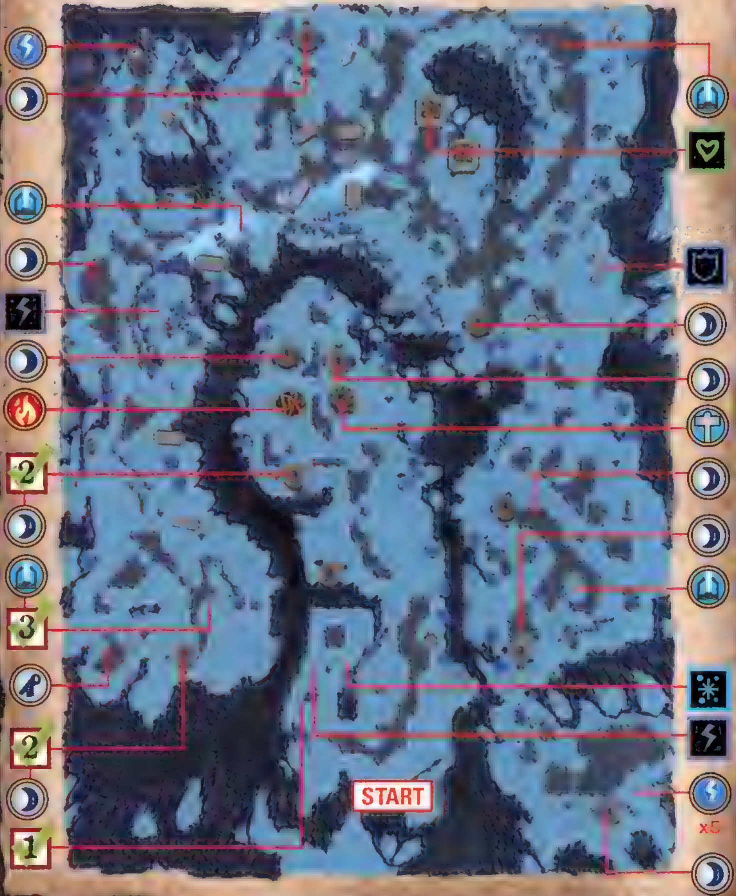
Once you find the Master Moongate and the observatory, you must guard them for six minutes. Station one clan at one site and one at the other. You can get gold by smashing the stones on the map's edge.

5 Destroy the Stormbringer Clanshrines



After you warp through the gate, move down and smash the generator, which powers a force field, to allow your Titan to join the troops in battle. Afterward, move north and blast the Stormbringers.

The Coming Storm



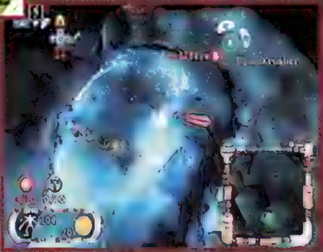
The Coming Storm Objectives

1 "Deal" with Stormbringer sentries

2 Use the Master Moongate to attack the Stormbringer clan's position

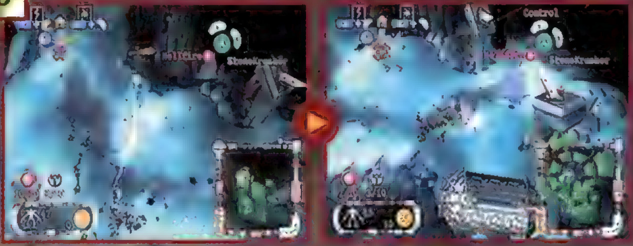
3 Capture and hold all four Soul Fountains until Stormbringer is forced from the field

2 Take 'Em Out



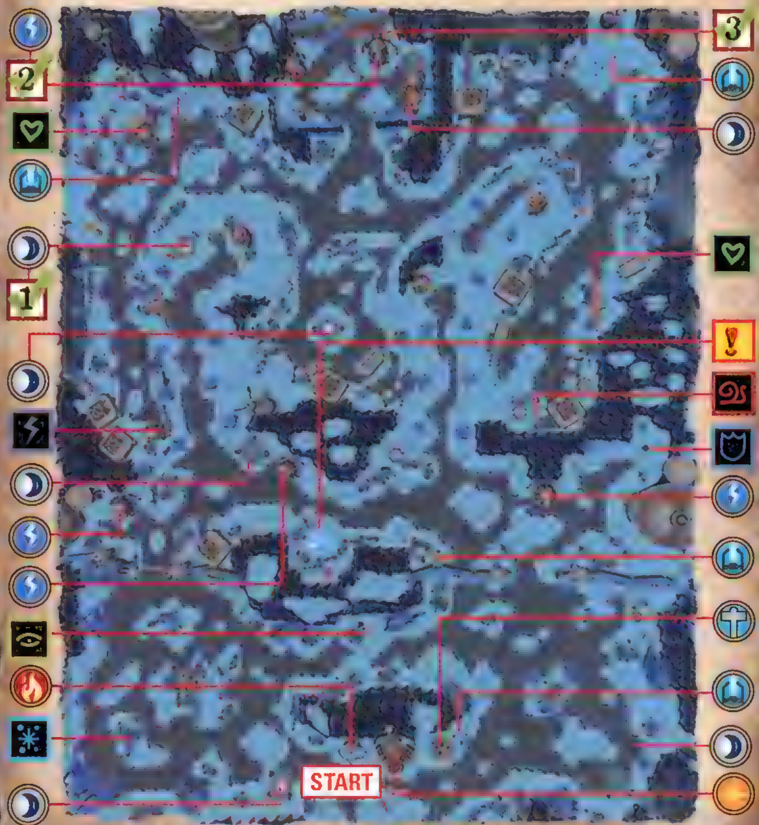
Enemies will keep coming in this level, and they'll often burn down your Clanshrines. Use the Moongates to warp between points on the map, but don't spread yourself too thin. Go to one area and clear it out completely, then move on to the next area.

3 Capture Soul Fountains



The hardest Soul Fountains to capture are the two on the northern part of the map. Use Runestones to eliminate the turrets, then station guards by the fountains.

Death from Above



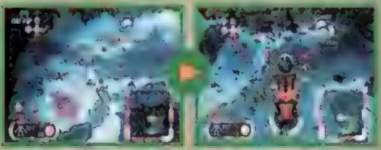
Death from Above Objectives

1 Halt the Stormbringer assaults by taking control of the Master Moongate

2 Destroy the Stormbringer forces and Clanshrines guarding the gate that leads to Faine's stronghold

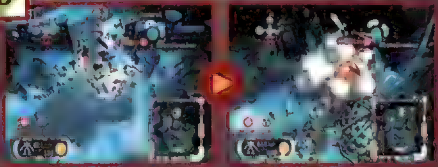
3 Seize the gate

Free Piggy!



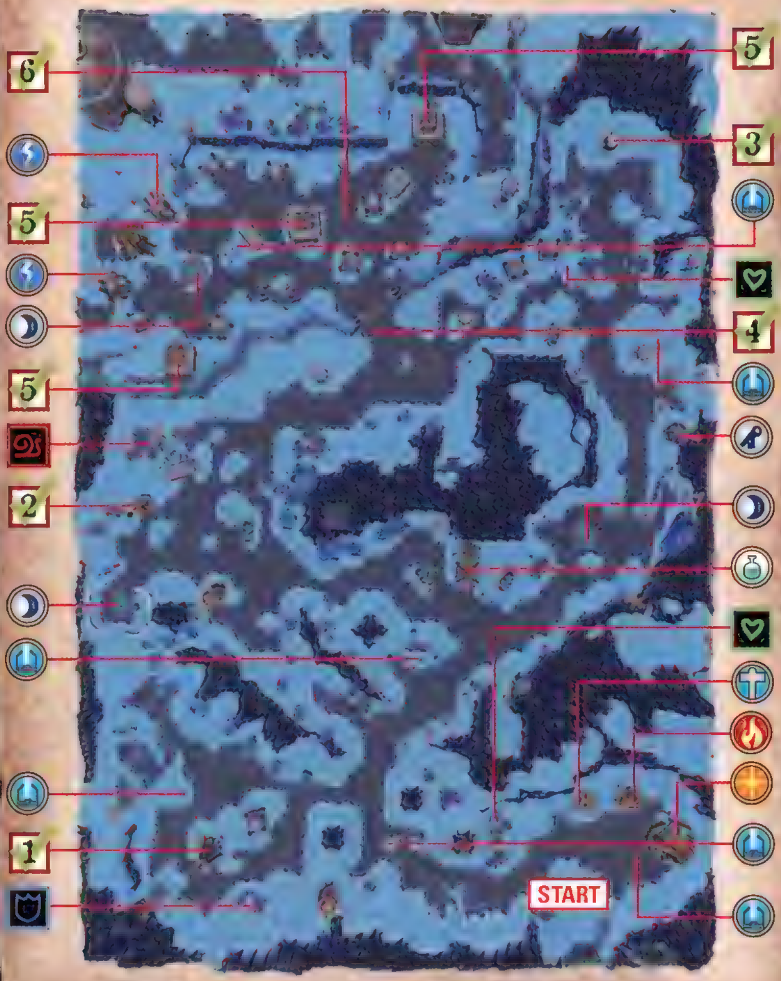
The Warpigpult is frozen near the Soul Fountain in the map's middle. Free it to unlock it in the Hall of Titans.

3 Seize the Gate



Use Stonekrusher Pitbosses and Hellfire Bombardiers to fight the forces at the gate.

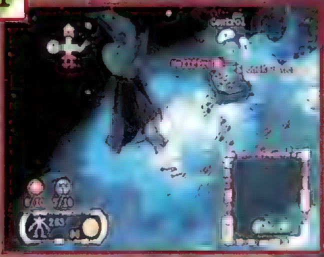
Thunderhead



Thunderhead Objectives

1 Destroy the wind turbine
2 Destroy the rain collector
3 Destroy the lightning generator
4 Find a way into the Faine's fortress
5 Use the lightning tower to destroy Faine's fortress and open the electrical gate
6 Destroy the last of the Stormbringer clan

1 The Wind Turbine

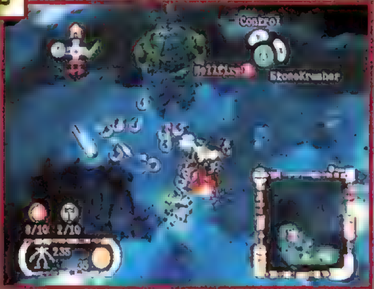


Head west, destroying everything you find to earn gold. Use Lumberjacks backed by Archers to cut a swath through the enemy. After you claim a second Soul Fountain, build troops and head for the wind turbine.

Electric Boogaloo

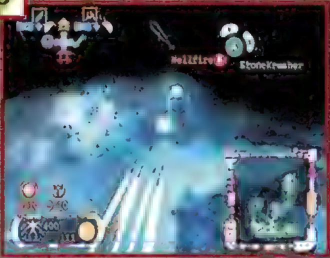
Stormbringer's Titan doesn't have a lot of stamina, but it can lay down the damage. Attack the beast as soon as it appears. Also, watch for lightning bolts caused by the generator.

2 The Rain Collector



Use an Armor Runestone to beef up your troops before taking down the rain collector.

3 The Lightning Generator



The lightning generator is on the northeast side of the map. The only path is narrow and filled with enemies.

Build up your armor and weapons in the Clanshrines, then send waves of [illegible] and Bombardiers toward the enemy.

Use the Warpigpult as your Titan—the troll is too slow and easily damaged. Also purchase Armor and Slow Runestones.

5 Use the Lightning Tower

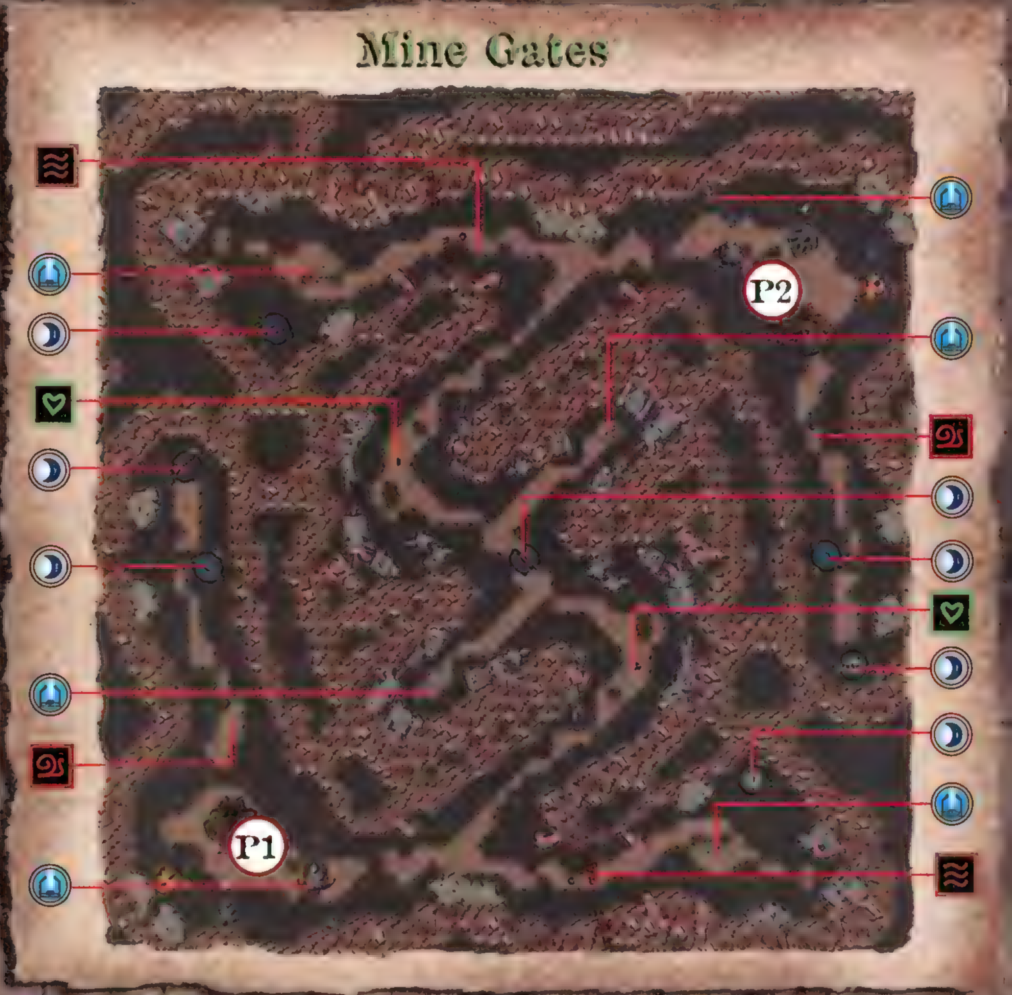
To gain control of the lightning tower, position your troops around it. The tower will give you unlimited Lightning Runestones.

6 Destroy the Clan

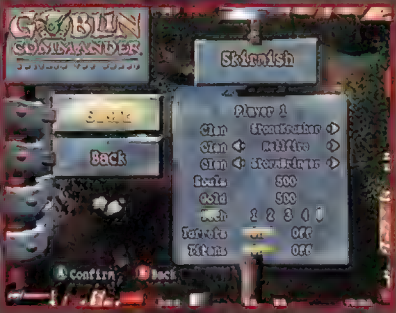
Use the tower to call down lightning and destroy Faine's fortress. Take out his Clanshrines and Hall of Titans, then go to work on the moon-shaped statues.

HOARDING THE GLORY

Skirmish mode is where Goblin Commander really shines. It contains 12 multiplayer maps (including the one shown below), so grab a friend and start duking it out for the coveted title of King of the Goblins! (No, really, that's a coveted title.)



Clan Up, Dog



Player 1
Clan Stonekrusher
Clan Hellfire
Clan Stormbringer
Souls 500
Gold 500
Tech 1 2 3 4 5
Turrets Off
Titans Off

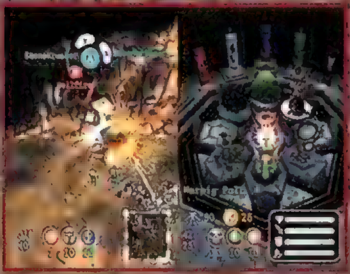
Each player can control one to three clans (both players can use the same ones). All five clans are available from the get-go.

Get the Party Started

NightHorde

Build a turret right off the bat and place it in the middle of your camp. It will make your opponent think twice about charging into your home turf.

We All Got Gold

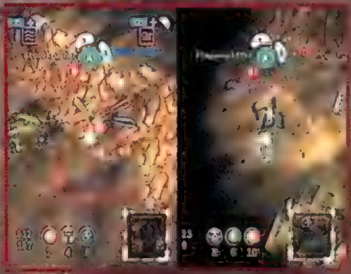


Gold can be hard to come by in Skirmish mode. Smash everything around your camp, then spread out.

Tactical Nightmares

Fun tactics in multiplayer include placing a turret in the middle of your friend's camp and eating all his units with the Plaguespitter Titan—a giant ball of slime.

Soul Train



You can guard a Soul Fountain by setting a waypoint on top of it. Do so whenever you capture one.

RED-EYED AND BLEARY

To war! To war! Goblin Commander is by turns challenging, hilarious and bizarre—once you start playing, you won't want to stop. If you've never played an RTS game before, GC is the perfect introduction to the genre. Enough! Stop reading! Go play!

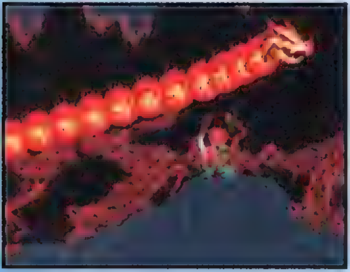
EPIC CENTER

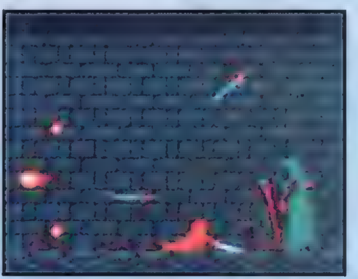
We've got lots of news from Japan this month, including some new screens and art from a much-anticipated Nintendo GameCube mech game. We'll also give you the skinny on all things Baldur's Gate, including a spin through the GCN Gauntlet.

EPIC NEWS

The Ys Man Cometh

Recently, Konami announced that it has purchased the rights to the Ys (pronounced "yeez") series of role-playing games. Ys has been extremely popular in Japan but is something of an unknown quantity in America. The series is renowned for its convoluted plotlines and well-developed characters, and it follows the life of a man named Adol Christian as he treks through adventure after adventure. The latest game (Ys VI—The Arc of Napishtim) is the sixth in the series and was released to great critical acclaim in Japan. Older gamers may remember a Super Nintendo Ys game called Ys: Wanderers from Ys III—the only game in the series released in North America for a Nintendo system. Konami is saying only that the newest Ys game will be for "console systems," and that it's scheduled a Winter 2004 release. Naturally, we'll keep you updated on any developments. In the meantime, take a look at a couple of Wanderers from Ys III shots that we managed to scare up.





Might as Well Jump

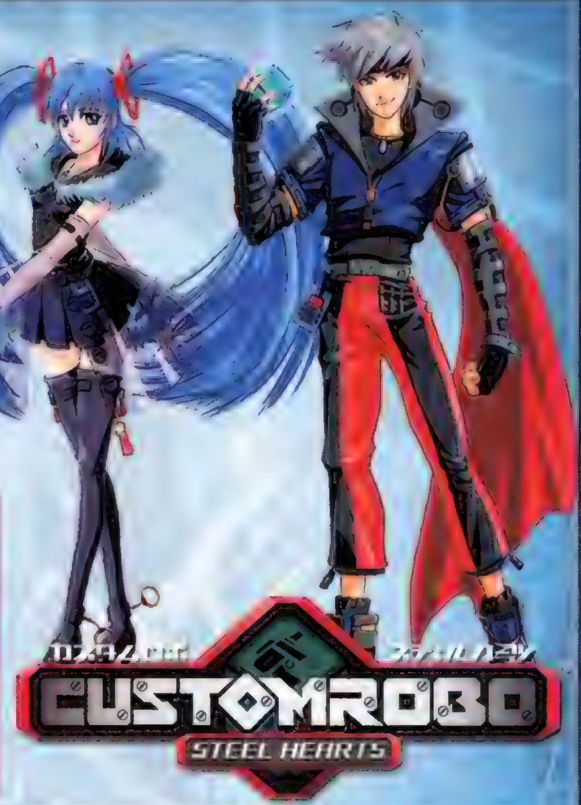
Jump Festa 2003—a Japanese trade show (not unlike E^3) that celebrates the newest manga, anime and video games—just wrapped up, and there was a lot of RPG news announced. While Konami's Yu-Gi-Oh! and Shaman King both made a strong showing, and Atari's Yu Yu Hakusho continues to gain popularity, the real winner was Square Enix. The centerpiece of its display was the upcoming GBA title Kingdom Hearts: Chain of Memories. A playable demo was at the show, but the line for it was so long (over three hours by many conservative estimates) that the booth had to be shut down! Square Enix's other GBA entry was a game called Slime Morimori Dragon Quest—a top-down action-RPG featuring the Slime monster from the Dragon Warrior series. (Dragon Warrior is known as Dragon Quest in Japan.) In the game, you use multiple Slimes to solve puzzles, fight enemies, maneuver over platforms and explore a large, fun world. And in response to the inevitable questions, there are currently NO plans to bring the title to North America. Although Dragon Warrior games are massively popular in Japan, most of the spin-offs never make it across the Pacific. We'll let you know if Square Enix decides to bring the blue fellow to our shores.

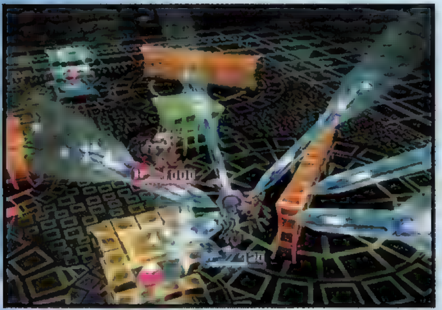
Bandai Bonus

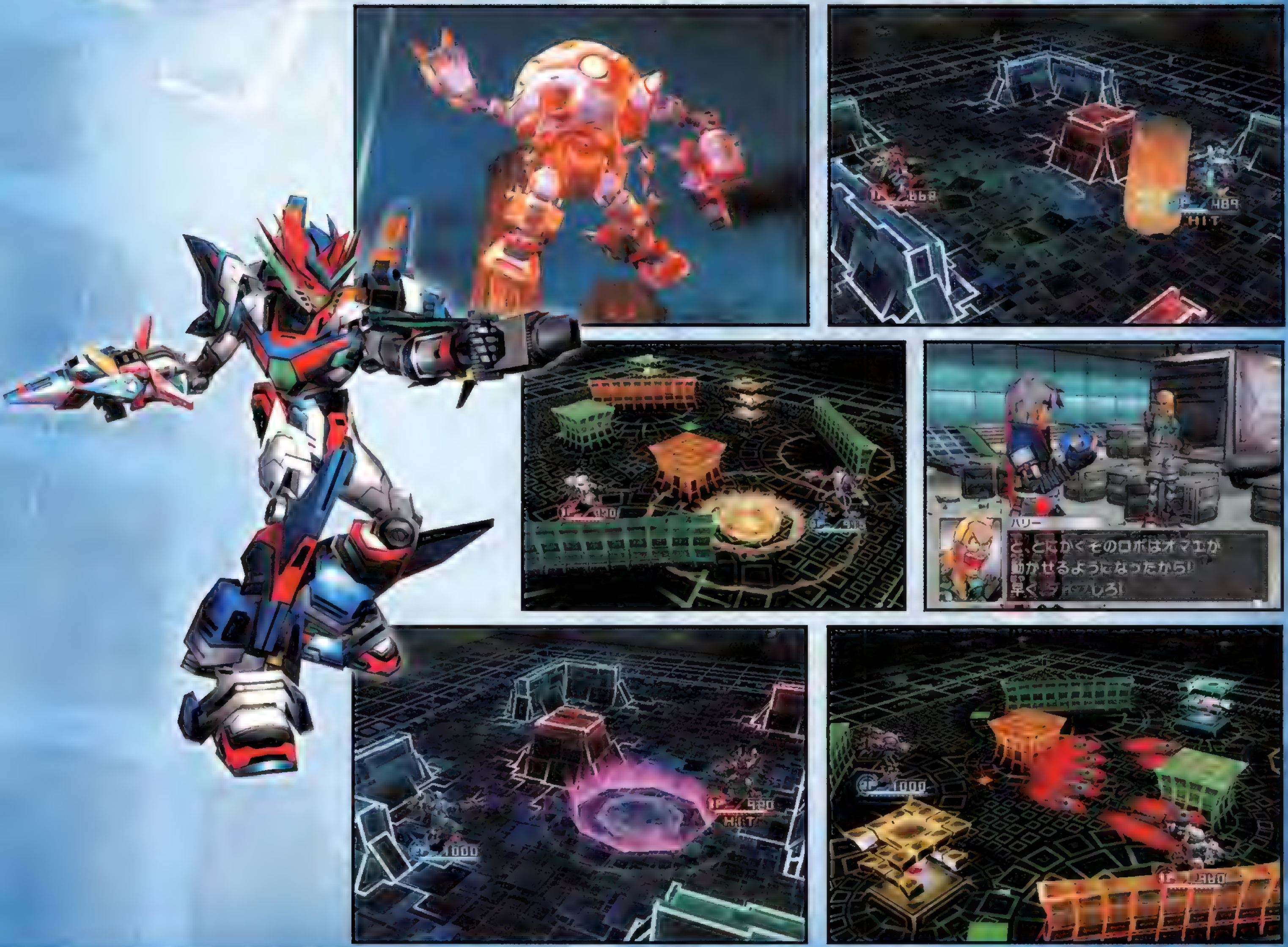
In a small bit of news, Bandai has announced a name change for one of its upcoming GCN titles. The game previously known as ChibiRobo is now being called TeenyBot—a much more apt title considering the nature of the game. In case you missed this year's E^3 wrap-up, TeenyBot (which is currently scheduled for release in Spring of 2004) is the story of a small robot that was invented by a kind, yet slightly mad, scientist. You must control TeenyBot as he moves through the house learning new things and generally causing trouble. There's also a plotline revolving around thieves who want TeenyBot for their own. It's just odd enough to attract our attention, so look for more info here.

EPIC PREVIEW

The robot-battling game Custom Robo first appeared on many gamers' radar screens at last year's E³, where Nintendo had a demo version up and running. The game is set for a March release in Japan, and we're hoping and praying that it comes to North America soon afterward. In the meantime, we put together a screenshot-and-art bonanza for you to drool over until we hear the official word one way or the other.







ハリー
と、とにかくそのロボはオマエが
動かせるようになったから!
早く…しろ!

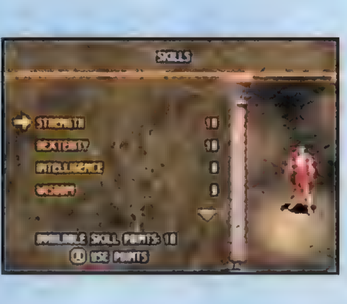
EPIC TACTICS

Baldur's Gate: Dark Alliance for the GBA shares a number of things in common with its GCN big brother—but the plot and mission structure has been shaken up quite a bit. Never fear, Epic Center is here! Use the next two pages to help you get through the first portion of the game.

FORGOTTEN REALMS
Baldur's Gate
DARK ALLIANCE™

OCCUPATIONAL HAZARDS

Before you start, you must chose to be a wizard, fighter or archer, and also distribute your experience points. Check last month's Epic for tactics in that department.

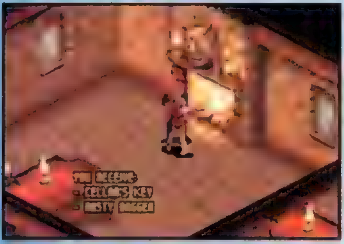


SKILLS

STRENGTH	10
DEXTERITY	10
INTELLIGENCE	0
WISDOM	0

AVAILABLE SKILL POINTS: 10
Ⓐ USE POINTS

Quest 1 EXTERMINATE THE RATS



YOU RECEIVE:
- CELLAR'S KEY
- RUSTY DAGGER

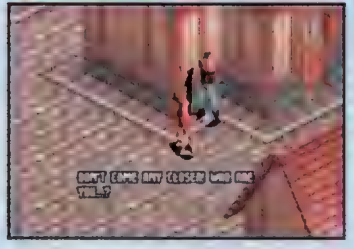
When the game begins, you will be ambushed and robbed by brigands, only to awaken inside a tavern. Speak to the woman behind the bar, then talk to her friend Ethon (who is standing next to the fireplace). He will give you a dagger and a key to the basement. Go downstairs and slay all the rats (the last one is in the first room where you find a treasure chest), then return and speak to the bartender for 50 gold and 200 EP.

Quest 2 HELP THE OLD CRONE

I DON'T KNOW WHAT HAPPENS IN THOSE SEWERS, YOU!

After whipping the rats, leave the bar and head to the weapon shop, south of the tavern. After selling off extra items and purchasing whatever you like (better armor is always a plus), walk back to the tavern and head east until you see an old woman. Talk to her, then enter her house and eliminate all the spiders—she will give you 50 gold and 100 EP for your trouble. Try to attack the spiders while standing in a doorway. They are too big to fit through the opening, but you can still reach them.

Quest 3 A TRAVELER'S BEST FRIEND



DON'T COME ANY CLOSER WHO ARE YOU...?

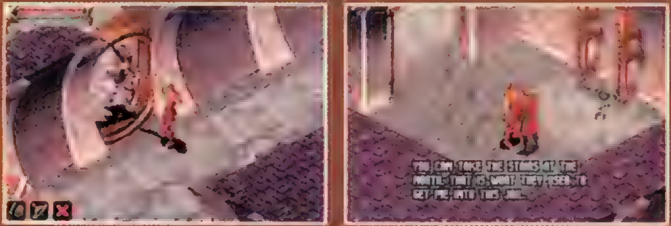
Travel southeast from the old woman's house and look for a tourist leaning against a building. He is the unfortunate victim of a mugging, and you can come to his aid. Walk east until you are attacked by a thief clad in a brown cloak. Take him out, then claim his bundle and return it to the tourist. You'll get 50 gold, 100 EP and a key to the sewer. Go to the tavern basement and follow the path (past the point where you fought the rats) until you reach a wooden door.

Quest 4 THE RESCUE OF ETHON

In the sewers, you'll see round, gold doors. You must slay enemies to find two keys that open specific doors. At the end of the sewer, fight a boss and free Ethon.

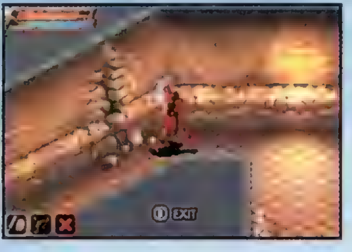
THE BUGBEAR CHIEFTAIN

Ethon is being held prisoner by a large monster called the Bugbear Chieftain. Its hand-to-hand combat skills are deadly, but it's not very smart. Lucky for you.



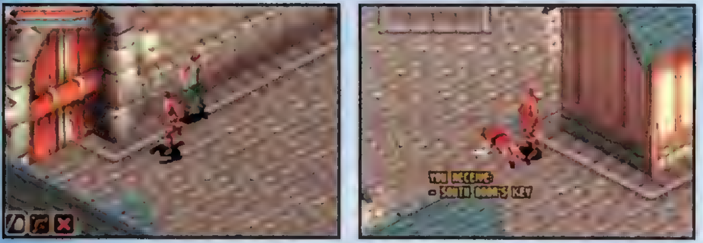
Stand in the doorway and take out the Bugbear with your arrows. If you are playing as the wizard, use the Burning Hands spell to keep a safe distance. Once the monster falls, go inside and free Ethon, then return to the tavern and speak to him again.

THE NEW CITY



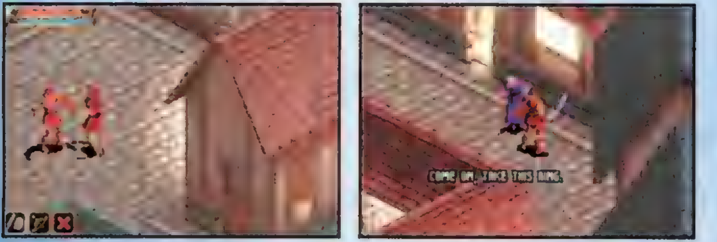
After speaking to Ethon anew, go into the cellar and look for a large crack in the wall. Go through it to emerge on the other side of the city and find new quests.

Quest 5 BECOME THE DOORMAN



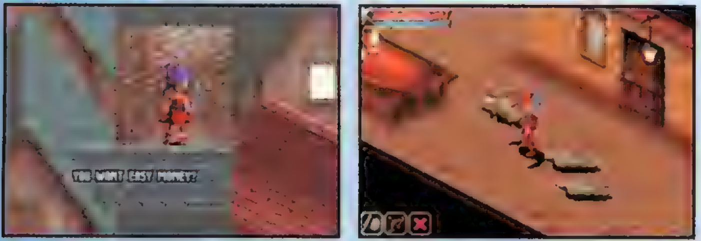
As soon as you emerge on the other side of town, you'll see a man in a green shirt and a drunk with a hat. Talk to the inebriated fellow, then walk to the west side of town and look for a thief in between a pair of tightly positioned houses. Run the burglar through, then go back and open the large oak door that separates the two halves of the city. The drunk will give you five gold and 100 EP when you do.

Quest 6 ANOTHER OLD WOMAN IN TROUBLE



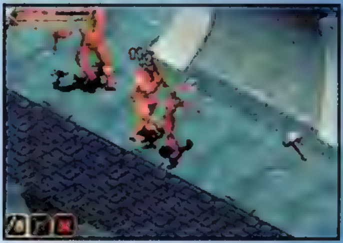
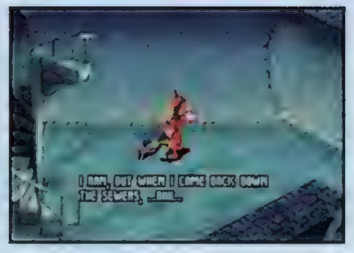
Go to the north part of town (in the new section) and look for an old woman in a purple dress. When you speak to her, she'll spin a tale of woe about thieves who made off with her purse. Walk southwest until you find a thief, then show him some manners with the business end of your weapon. After the brawl, take the purse back to the lady. She'll give you a gold piece, and if you keep talking to her she'll hand over a Ring of Intellect.

Quest 7 RATS!



Just south of the main wooden gate, you'll find four houses close together. A man wearing a purple shirt stands in the middle of them. If you speak to him, he will offer you a job clearing rats out of a house. Walk south to the house, blast the vermin, then return to the man for a 200-gold reward. Note that you can do most of the quests in any order you choose, so if you're weak or need better armor, put this one off for a little while.

Quest 8 KEISSEN IS MISSIN'

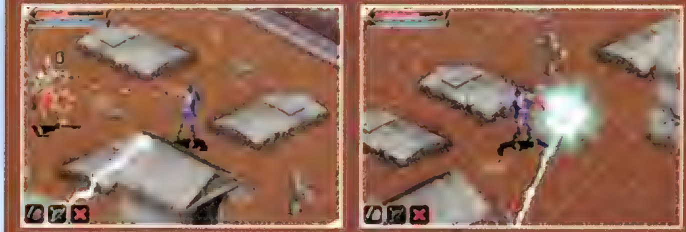
A woman in the tavern is worried about her husband, Keissen. Enter the manhole near the market in the new part of town, then fight through the sewers until you find the hubby. When you emerge, the town will be overrun with undead. Speak to the priest to start the next quest, then return to the tavern when you can and collect a Wooden Shield +3 from the wife.

Quest 9 DEAD MEN WALKING

Put the dead back in the ground! After you speak to the priest, run around town and eliminate all the zombies and skeletons. Some are hard to find—search diligently.

THE ORB OF THE UNDEAD

Once you've cleaned up the town, it's time to eliminate the source of the undead scourge. Walk south to the graveyard and take out the Orb of the Undead!



When you enter the graveyard, run around the perimeter and take out all the undead. Once the henchmen are gone, run to the orb and whack away, healing as necessary. It's almost impossible to avoid the lightning—concentrate on destroying the orb as quickly as possible.

OPEN THE GATE!

It's been a stellar year for GBA RPGs, and Baldur's Gate is worth adding to your pile. The game is huge, which gives you plenty of gameplay value for your money. Look for it in stores in late January.

EPIC TACTICS

To celebrate the first anniversary of Baldur's Gate: Dark Alliance on the GCN, we've mapped out the Gauntlet—a secret level that opens when you beat the game. Once you clear the Gauntlet, you'll unlock Extreme mode. Beat that to get Drizzt Do'Urden as a playable character.

ROOM	POTIONS	MONSTERS
1	9	—

Potions are found inside treasure chests. You will get either Healing or Rejuvenation potions, but they are distributed at random. Some enemies also drop potions and/or armor—equip whatever you find.

ROOM	POTIONS	MONSTERS
2	3	Spiders x14

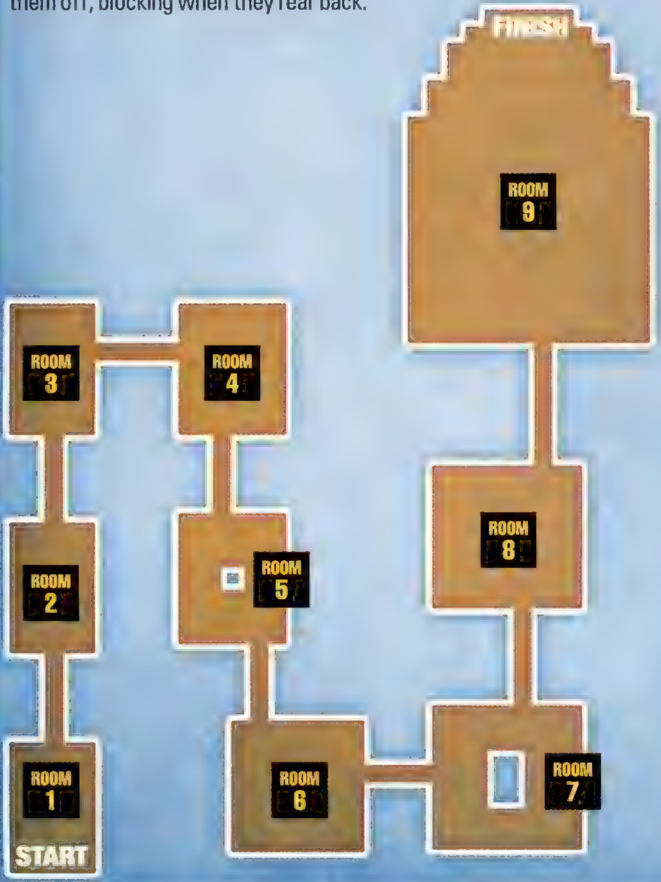
Move into the room, then retreat to the hallway and get a few spiders to follow you—it's a lot easier to take them out one or two at a time. If you are surrounded, use the Repulsion spell to knock them back.

ROOM	POTIONS	MONSTERS
3	9	Kobolds/Kobold Shamans x17

Run into the room and take out the Kobold Shamans first—they are the creatures with large headdresses and staffs. Once they're gone, sweep through the area and eliminate the rest of the enemies.

ROOM	POTIONS	MONSTERS
4	12	Umber Hulks x3

Lure the Umber Hulks into the hallway and take them out one at a time. Use Otiluke's Icy Sphere to strike the beasts from a distance. If they turn bright blue, they are likely to shatter when struck with a sword. Move in and finish them off, blocking when they rear back.



ROOM	POTIONS	MONSTERS
5	5	Spiders x4, Giant Spiders x4

The Giant Spiders will poison you, but they have a hard time moving in the narrow confines of a hallway. Use Repulsion to keep the small arachnids away from you, and try to attack the Giant Spiders from behind.

ROOM	POTIONS	MONSTERS
6	9	Gnolls x5, Kobold Shamans x6

Run into the room and take out all the shamans first, then turn your attention to the furry Gnolls. Most of the Kobold Shamans will cast a spell that creates a poisonous green cloud. If you can lure the Gnolls into the cloud, it will damage them. Keep a close eye on your health meter and use Healing Potions whenever it drops below the halfway point.

ROOM	POTIONS	MONSTERS
7	9	Gnolls x12

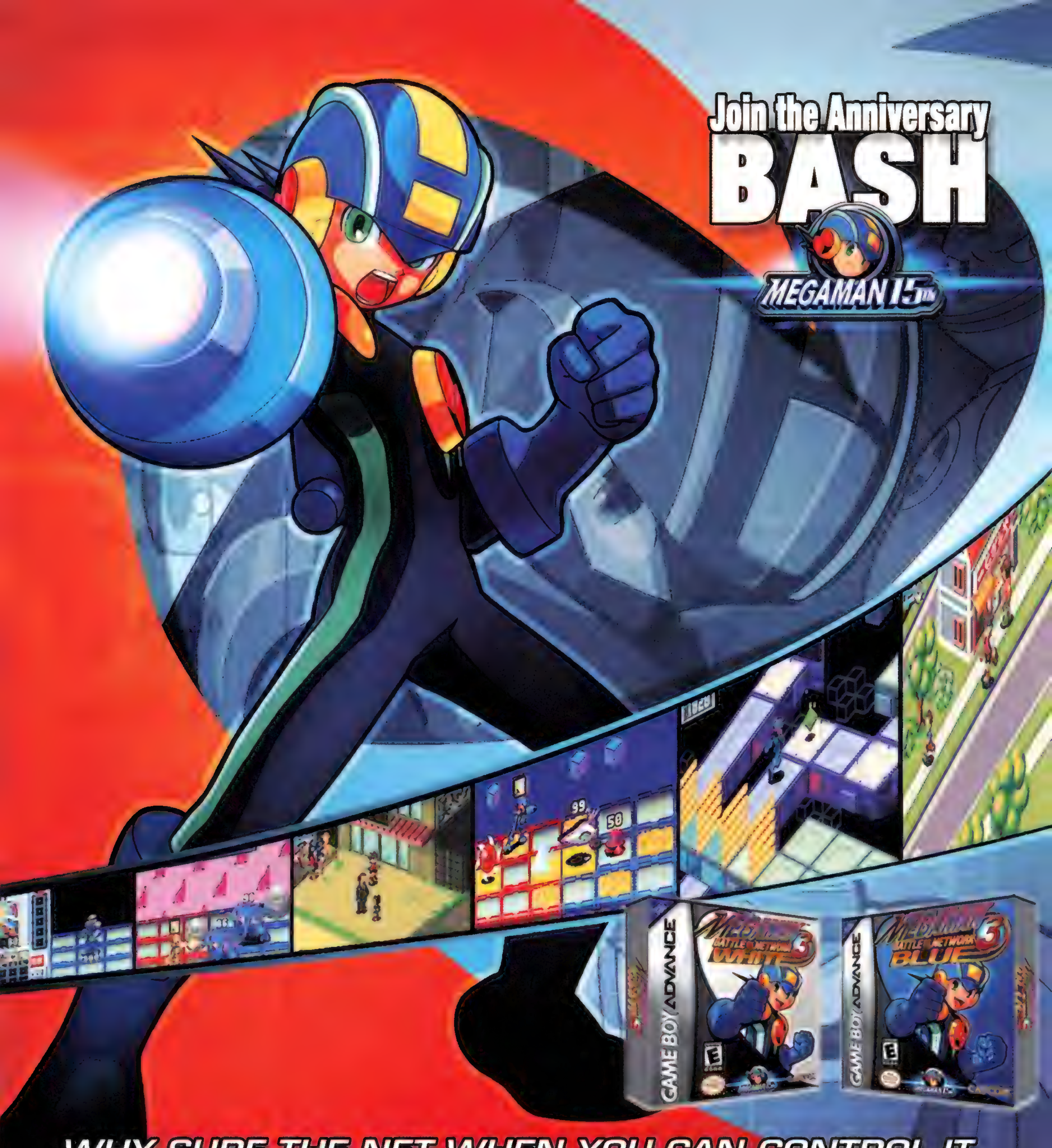
The Gnolls are especially susceptible to Otiluke's Icy Sphere. A direct strike will slow the creatures and make them vulnerable to a shattering blow from your swords. Fire off the spell, then run up to the target and swing away. If more than two Gnolls attack simultaneously, retreat a few steps and take out whoever follows.

ROOM	POTIONS	MONSTERS
8	17	Gargoyles x15

Gargoyles can swarm you and take you out in a heartbeat. Use Repulsion to fend off large numbers of the creatures, and don't worry about blocking. Instead, move in and hit one until it falls, then immediately turn to the next, healing when necessary. The fight will be much easier if you lure pairs of them to the previous room.

ROOM	POTIONS	MONSTERS
9	18	Drows x11, Spiders x8, Steel Golem

The last room is enormous. Move slowly around its outer edge, taking out monsters as they approach you. When all the Drows and spiders have fallen, it's time to battle the Steel Golem. Don't get close! Stay far away from the massive beast and let fly with Otiluke's Icy Sphere. You should have enough Rejuvenation Potions to take out the golem with magic alone.


Join the Anniversary
BASH
MEGAMAN 15th
MEGAMAN BATTLE NETWORK 3 WHITE
MEGAMAN BATTLE NETWORK 3 BLUE
GAME BOY ADVANCE
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EVERYONE
E
CONTENT RATED BY ESRB
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HARVEST MOON
A Wonderful Life

YEEHAW!

THE WAIT IS OVER: NATSUME'S NEW HARVEST MOON ADVENTURE IS HERE—AND ONLY ON THE NINTENDO GAMECUBE.

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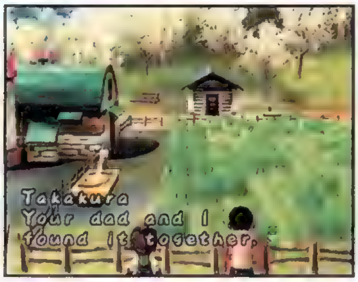
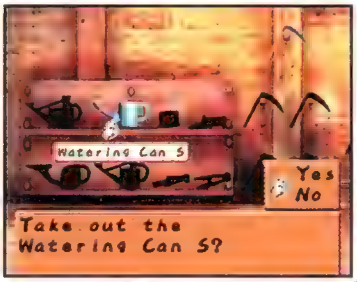
THE GCN HAD A FARM, EE-I-EE-I-O!

The Harvest Moon series has evolved a great deal since its first days on the Super NES. A Wonderful Life (GCN) and Friends of Mineral Town (GBA) contain all the features Harvest Moon fans have grown to love (such as farming, raising livestock and courtship), plus some fantastic improvements, including GBA-GCN connectivity and even more freedom to live your life. You begin in the serene Forget-Me-Not Valley after inheriting a farm. It's up to you to work with your late father's partner, Takakura, to fulfill his dream and make the farm a success. The farming itself isn't as integral a part of the gameplay experience in A Wonderful Life as it was in past Harvest Moon games. Instead, you'll focus more on raising livestock and building relationships with the townsfolk to enrich your life. The game spans more than 30 years and is split into chapters marked by life milestones, during which you can look forward to many town festivals, building a family with one of the girls in town, expanding your farm and much more. We'll explore some of the exciting features of A Wonderful Life through journal entries in this review—read on!

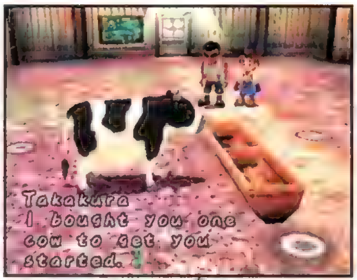
Entry 1: My First Day on the Farm

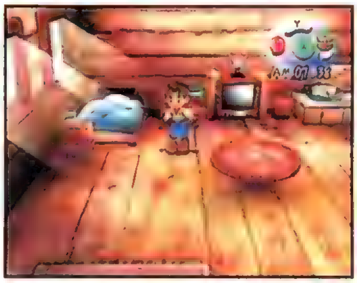
Today I moved to my new home in Forget-Me-Not Valley. Father's old partner, Takakura, gave me a very warm welcome. I really think I'm going to like it here. When I arrived, Takakura showed me around the farm. I can grow fruits, vegetables and fruit trees in the farm's three fields. Takakura mentioned that the soil is better for planting in some spots than in others. This place has a building for everything! I'll keep my cattle, sheep and horses in the barn; it's got enough space for many animals. They can even graze in the green pasture out back. The chickens will stay in the chicken coop, where I can also incubate fertilized eggs. I can store tools and extra bags of seeds in the tool shed when I'm not using them. When I need things for the farm, such as new tools or animals, I can order them in the food storage building, which is also where Takakura keeps the ledger, the refrigerator and the shipping bin for dairy and eggs. Well, I'd better get to bed early tonight. Takakura gave me my first cow, so I've got a lot of work to get started on tomorrow! Maybe I'll hit the Blue Bar to unwind a bit first.


Takakura
Your dad and I
found it together.



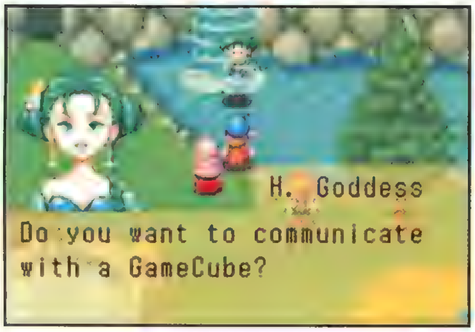
Yes
No
Take out the
Watering Can 5?

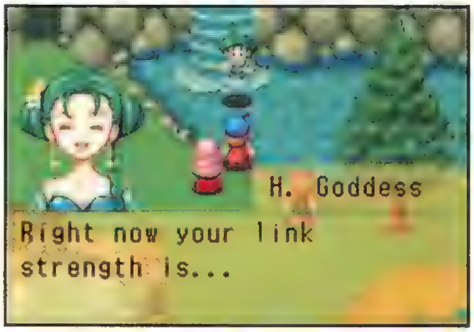

Takakura
I bought you one
cow to get you
started.

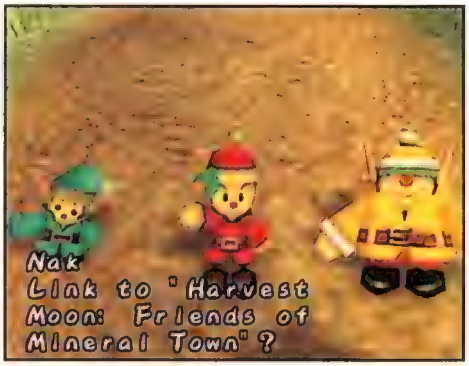


Entry 2: The Discovery

The most amazing thing happened today! It all started when I decided to go for a stroll this morning. As I walked past Miss Vesta's farm to the southeastern edge of Forget-Me-Not Valley, I noticed a strange path leading up into the mountains. When I reached the trailhead, Nic, Nak and Flat, the Harvest Sprites, were standing there. They told me a story about a secret place beyond the mountains that I could travel to with the help of my Game Boy Advance. I wanted to see the place they spoke of, so I hurried home and grabbed my GBA. When I returned, the Harvest Sprites helped me link my GCN to my GBA. I learned some new and surprising things about the people in Mineral Town and Forget-Me-Not Valley by connecting. Two townspeople, Ruby and Van, visited Mineral Town, too, and brought a few special items and recipes back to the valley for everyone to enjoy.

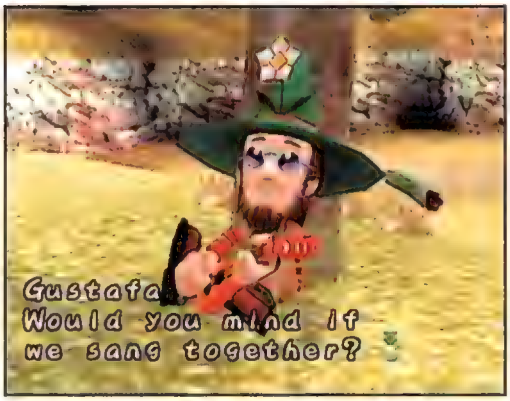

H. Goddess
Do you want to communicate
with a GameCube?

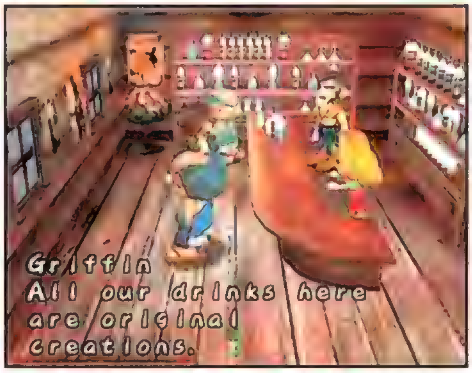

H. Goddess
Right now your link
strength is...

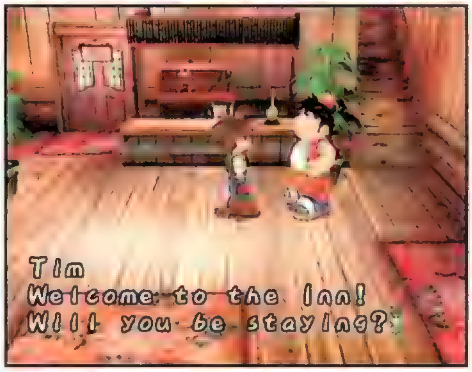

Nak
Link to "Harvest
Moon: Friends of
Mineral Town"?

Entry 3: This Little Farmer Went to Town

After I finished up my morning tasks around the farm, I decided to take a trip into town. First I stopped by the Inner Inn and chatted with the owners, Tim and Ruby. Their son, Rock, challenged me to a milk-drinking contest. I drank glass after glass as fast as I could. It was close, but I beat him! Satisfied with that delicious milk and some good conversation, I left the inn and stopped by a brightly colored hut near the beach. When I knocked on the door, a cheerful man by the name of Gustafa welcomed me into his home. Gustafa is a very talented poet and musician. His clothes are a little strange, though—I wonder where he's from? After I visited with Gustafa, I walked past Turtle Swamp and met a loony scientist, twin brothers who make fireworks and an artist who works with metal. What a colorful bunch that lives here—I reckon I'll fit in just fine. I ended my long day at the Blue Bar with a few of my new friends. Griffin, the owner, sure knows how to mix a great drink. I bought one called a Cherry Pink, and boy did it lift my spirits! That Muffy girl who works behind the counter seems awfully sweet, too. I think I'll be going there more often. . . .

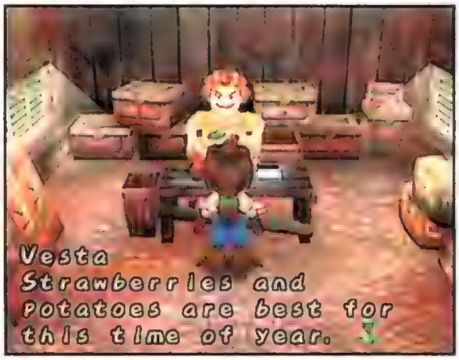

Gustafa
Would you mind if we sang together?


Griffin
All our drinks here are original creations.


Tim
Welcome to the Inn! Will you be staying?

Entry 4: All in a Day's Work

Today marked the start of winter, so I had my work cut out for me preparing for a new season of crops. I woke up early and went to Miss Vesta's farm, where I purchased several dozen bags of seeds. She suggested that I plant strawberries and potatoes this season, so I bought some of each. I turned the soil, planted the seeds and watered each of them with my watering can. There's nothing quite as satisfying as looking over a newly sewn field. After I finished planting this season's seeds, I made sure to tend to the livestock. I milked the cows, sheared the sheep, gathered eggs from the chickens and fed the whole lot, including my horse and dog. I brush, nuzzle and talk to each animal at least once per day. Their milk tastes sweeter and their wool feels softer when they're happy, which means the products will fetch a higher price in town.


Vesta
Strawberries and potatoes are best for this time of year.

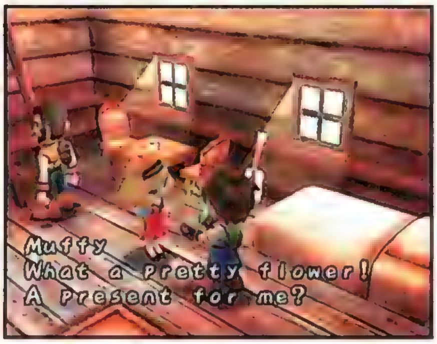
Y
Use
AM 09:37

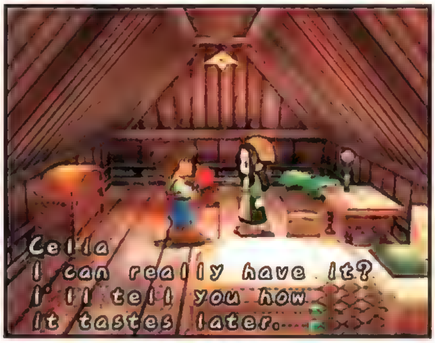
Talk
PM 09:49

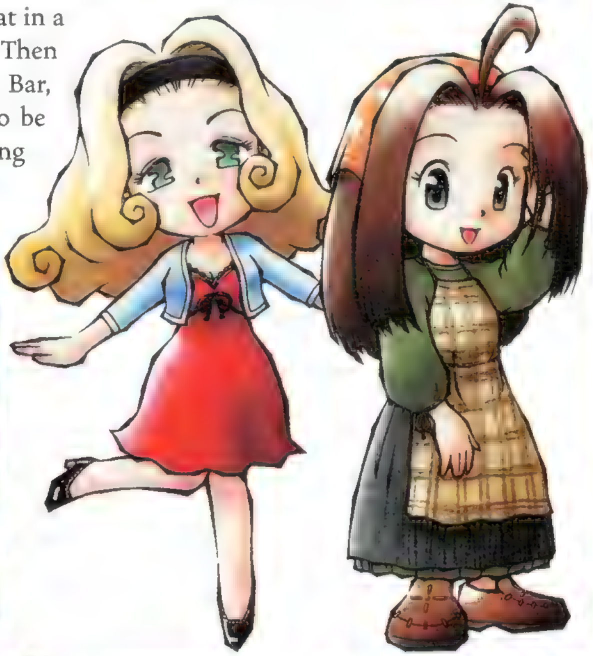
Down
X
PM 05:48

Entry 5: Love Is in the Air

When I first moved to this valley, Takakura told me that I should find myself a wife. I've been so busy with the farm's upkeep, though, that I haven't had much time to meet the local girls—but today that changed. I woke up early this morning with every intention of planting some new fruit trees in the northern plot. When I went to buy the seeds I needed from Miss Vesta's farm, I met the most wonderful girl—Celia. I spent all morning chatting with her about everything from how to grow the highest-quality crops to how to prepare for each season. She sure knows an awful lot about farming. I like that in a girl. Maybe she's the one for me? Then there's that pretty girl at the Blue Bar, Muffy. She's really sweet and fun to be around. Both girls love it when I bring them fresh flowers. I hear there's a few other girls around town, too. I'll have to decide which one I like the most. Boy, this is gonna be tough. I never did get those darn fruit trees planted today.

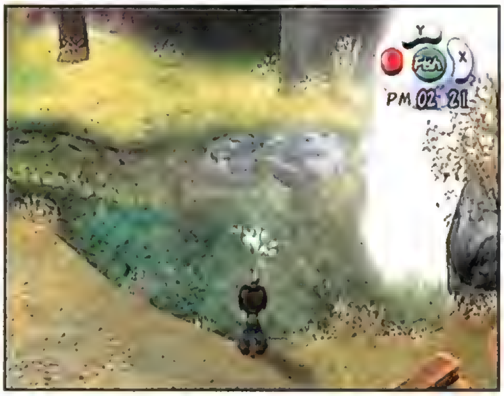

Muffy
What a pretty flower!
A present for me?

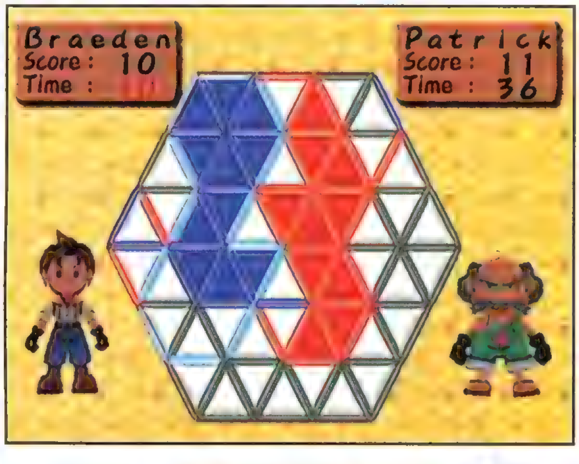

Celia
I can really have it?
I'll tell you how
it tastes later.

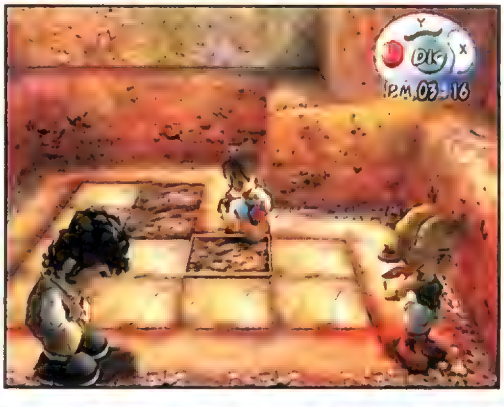


Entry 6: Good Clean Fun

I've found many ways to enjoy my free time here in the valley. Sometimes the townsfolk have festivals to celebrate a special event or season. I mark noteworthy days on my calender, such as festivals and when Van, the traveling salesman, will be coming to town. Van visits Forget-Me-Not twice a month. A few weeks back, I bought a fishing pole from him. Fishing by the waterfall in the noonday sun is one of my favorite things to do now. The fish here are so tasty! I've also taken up cooking. The townsfolk have been nice enough to share a few recipes with me. With the right homegrown ingredients, I can whip up a delicious soup or salad in my kitchen. The pyrotechnician twins recently taught me a unique game of strategy and wit to pass the time. They're tough to beat, but one of these days I'll win. The archaeologist has also allowed me to help in his excavation efforts. He lets me keep anything I find that isn't of use to him. With so many fun things to do, I'll have to be careful not to forget about the farm.



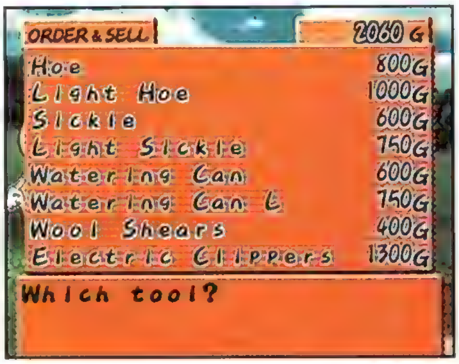




Entry 7: Growth & Prosperity

Quite some time has passed since I moved to the valley, yet it feels like just yesterday I was looking over my farm for the first time. I purchased a few new, more efficient tools for the farm the other day. I've also begun to expand my buildings and purchase new livestock. This place is finally beginning to look like a real farm. Takakura tells me that my father would be proud. That makes me happy. With all the new crops I've been planting, I've decided to set up my own stand near the Inner Inn on the days when Van isn't in town to purchase my harvested and gathered goods. It's very rewarding to sell the fruits of my labor to the townsfolk. I think I've finally decided which girl I'd like to settle down with. The Harvest Sprites gave me a Blue Feather they found, and they say that around these parts it's used to pop the question. I'm so nervous though. I hope she accepts my proposal!

I've been getting to know more of the townsfolk lately. I've really enjoyed learning what each of them likes and surprising them with small gifts every once in a while—especially the Harvest Sprites. As my life gets busier, I need to remember to rest. The other day I nearly passed out in the field because I pushed myself too hard. Tomorrow is another day, and the future is looking brighter than ever.



ORDER & SELL	2060 G
Hoe	800G
Light Hoe	1000G
Sickle	600G
Light Sickle	750G
Watering Can	600G
Watering Can L	750G
Wool Shears	400G
Electric Clippers	1300G

Which tool?

Eat
Show
PM 09 24

SEWING THE SEEDS OF TOMORROW

A Wonderful Life is far deeper than any Harvest Moon game before it, thanks to a cast of unique characters, breathtaking graphics and a 30-year story that you shape however you like. We've given you just a taste of what's to come. In the next two issues of Nintendo Power, we'll bring you a slew of strategy for both A Wonderful Life for GCN and Friends of Mineral Town for GBA. From planting crops to wooing your favorite girl to raising the best livestock in town—we'll have all the info you want. Join us for the biggest hoedown of the year! 🍄

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SPHINX AND THE CURSED MUMMY™

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TEEN T CONTENT RATED BY ESRB
Fantasy Violence

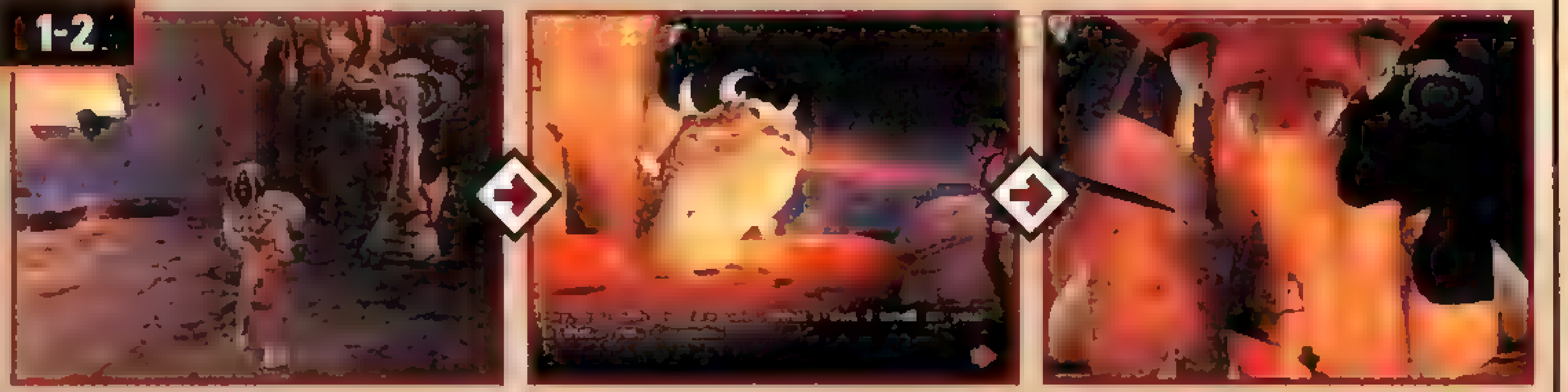
Last year concluded with a treasure trove of great adventure games for the Nintendo GameCube. THQ and Eurocom's Sphinx and the Cursed Mummy is one of the best, offering a long story and engaging gameplay with two strong, but different, main characters. If you want your mummy, let us take you to the bedraggled hero with our look at the first one-third of the adventure.

WALK-THROUGH

Outskirts of the Castle of Uruk

1. Throw rocks at the trees, then collect three coconuts on the ground.
2. Give the coconuts to the lava serpent and let it launch you to the ledge.
3. Clear your way to the Blood of Ra by throwing a rock at the large plant.
4. Drop to the river and run upstream. Pull the statue to release lava.
5. While you're still protected by Ra, hitch a ride on three geysers.
6. Drop off the ledge's right edge and watch the eye as you hold on to the rail. While the eye is looking away, climb and run into the open passage.
7. Lure the creatures from the cave. Make them attack the rock's ropes.
8. When you see the blade, pull the cave's statue to trigger the platforms.
9. Use the zip line then climb up the floating ledges to the Blade of Osiris.
10. Smash the statue to cut power to the gate. Shower in the Blood of Ra.
11. Cross the lava, climb up the rope and run into the open cave.
12. Slash the guard eye to open the gate, then toss rocks at the plants.
13. Collect the Mysterious Amulet, fight the beetles, then follow the path.
14. Use the swinging rope to fly over the fence. Leap wide gaps.
15. Jump-attack the targets in the shrine to make a platform appear.
16. Ride the platform, cross over to the next building, then teleport.

1-2



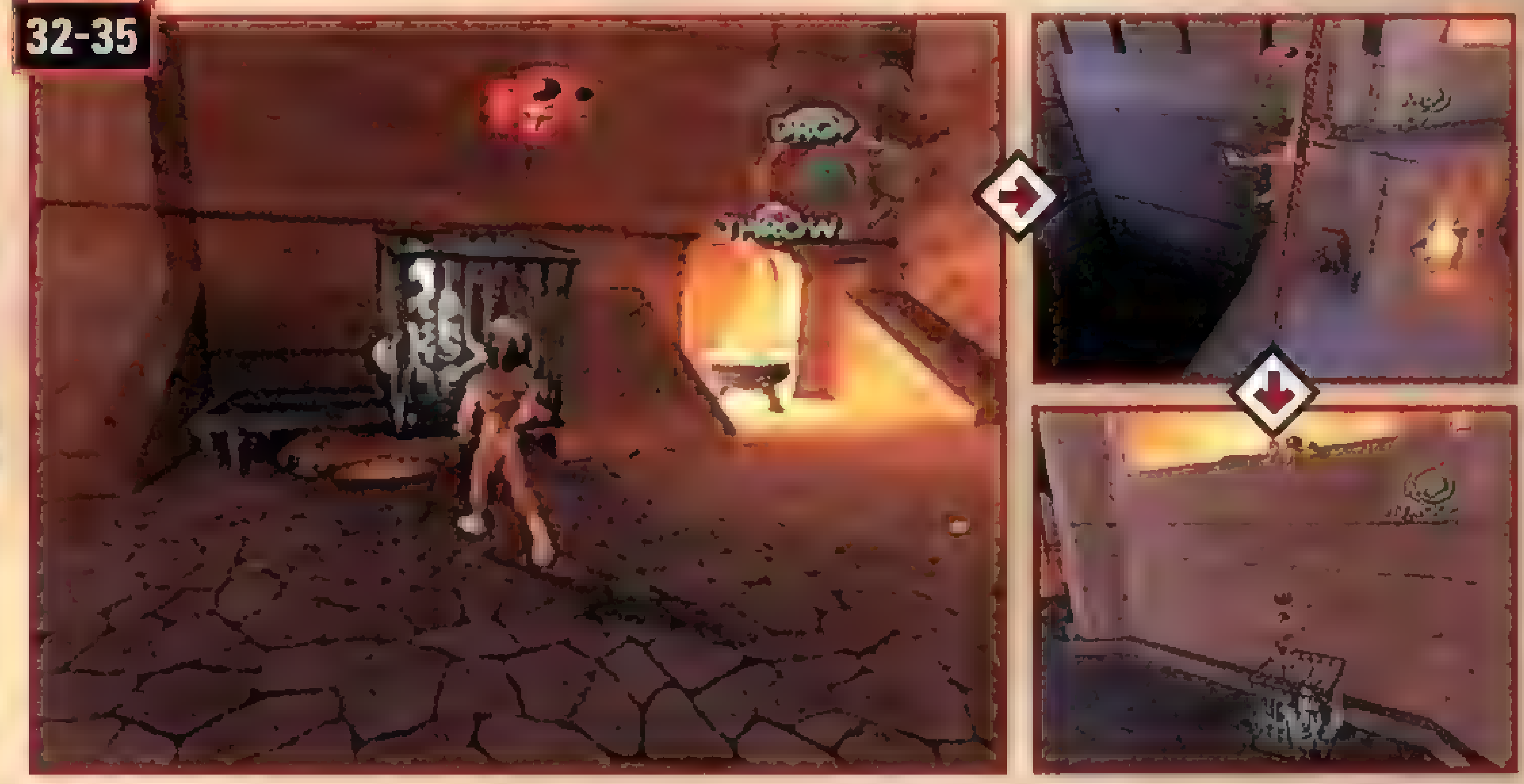
Luxor Palace

17. Open the wardrobe left of the blue outfit to find the Courtyard Key.
18. Open another wardrobe and move a bird statue to find Old Amulets.
19. Enter the courtyard, climb the ladder and sneak across the ledge.
20. Knock the pot off the pedestal, push the pedestal to the gate and use it to clear the fence. Chase the bird and retrieve Nefertiti's Letter.
21. Find an Old Amulet in the banquet hall's second wardrobe on the right.
22. Move the bird statues in the corners to find an Old Amulet and open a passage. Move the throne then crawl through the passage.
23. Use levers to enter Akhenaten's chamber. Take the Sarcophagus Key, move a statue to find an Old Amulet, then leave the way you came in.
24. Return to the banquet hall, enter a sarcophagus, then turn left.
25. Enter a blue sarcophagus, move along a railing and find an Old Amulet.
26. Drop, enter the first sarcophagus, turn right and move along a railing.
27. Enter a sarcophagus, crawl into a passage and find an Old Amulet.
28. Move the statue, drop into the hole and return to the banquet hall. Leave through the door. Enter the sarcophagus that a woman is cleaning.
29. Find the Wardrobe Key, then return to the prince's room.
30. Travel to the last Old Amulet. Give all amulets to the prince's aunt.

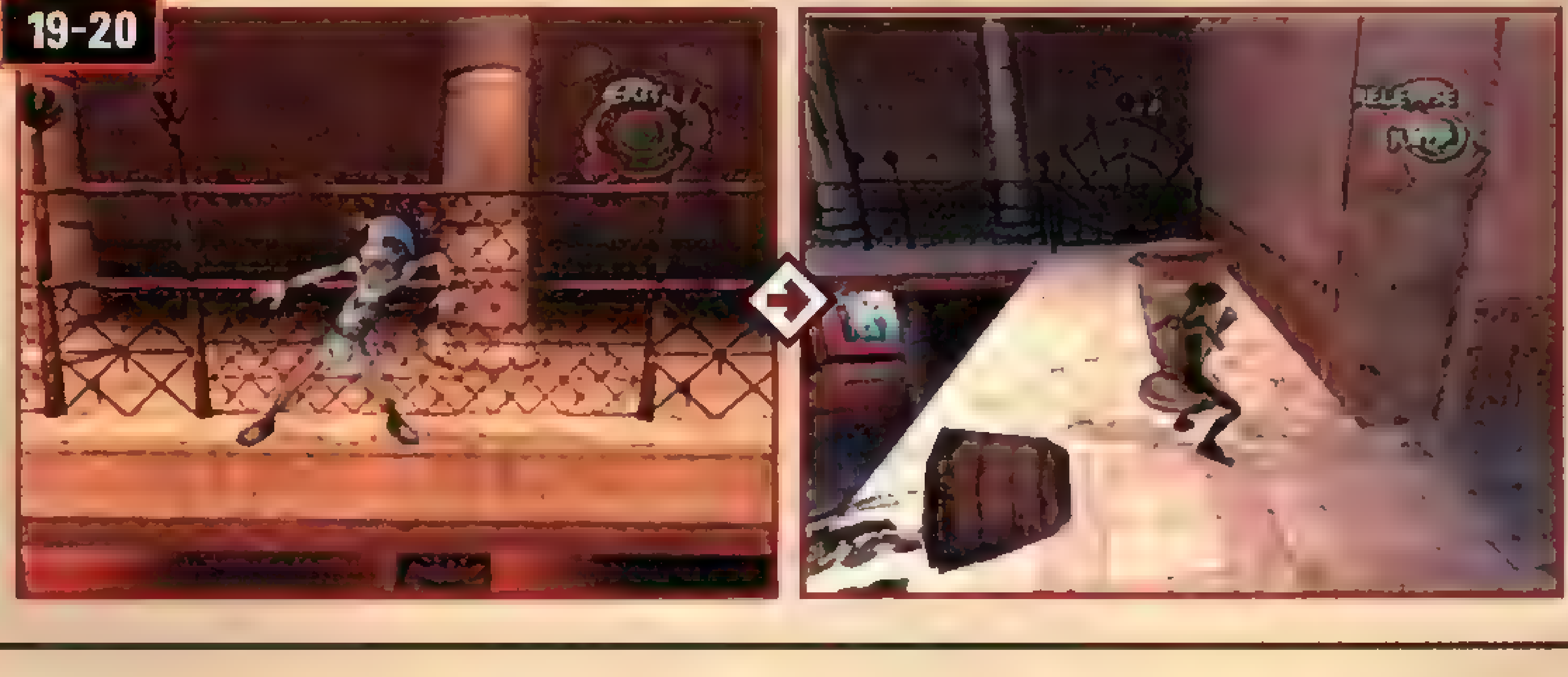
Mysterious Location

31. Record your progress then walk straight through the hallway.
32. Pick up the cage and put it on the bench on the right side of the room.
33. Climb up the ladder, then swing to the other side of the room.
34. Use the lever to make the cage rise to your level.
35. Move the cage near the wall, jump onto it then climb up to the ledge.
36. Jump-attack the hanging lamps. Then break a statue to find a Glyph Key.
37. Toss the cage to the floor, drop, then place the cage on the other bench.
38. Climb the ladder, swing, use the switch then drop and climb the ladder again. Move the cage to the wall, climb and earn another Glyph Key.
39. Insert the keys in the keyholes. Use the rope to swing across the gap.
40. Hit the lights in the following order: red, blue, green, yellow, green, red.
41. Break into the next room and jump-attack four targets (using a cage to reach two of them). Climb the ropes and shimmy over to the levers.
42. Seek and destroy skeletons. Cross the bridge to the Shield of Osiris.
43. Return to the starting point, record your progress and fight skeletons.
44. Walk the path facing the save point. Use the shield to protect yourself.
45. Cut the rope to trigger an event. Fall to the ground and rescue Nefertiti.
46. Grab the Canopic Vase, Gold Ankh and Abydos Amulet, then warp.

32-35



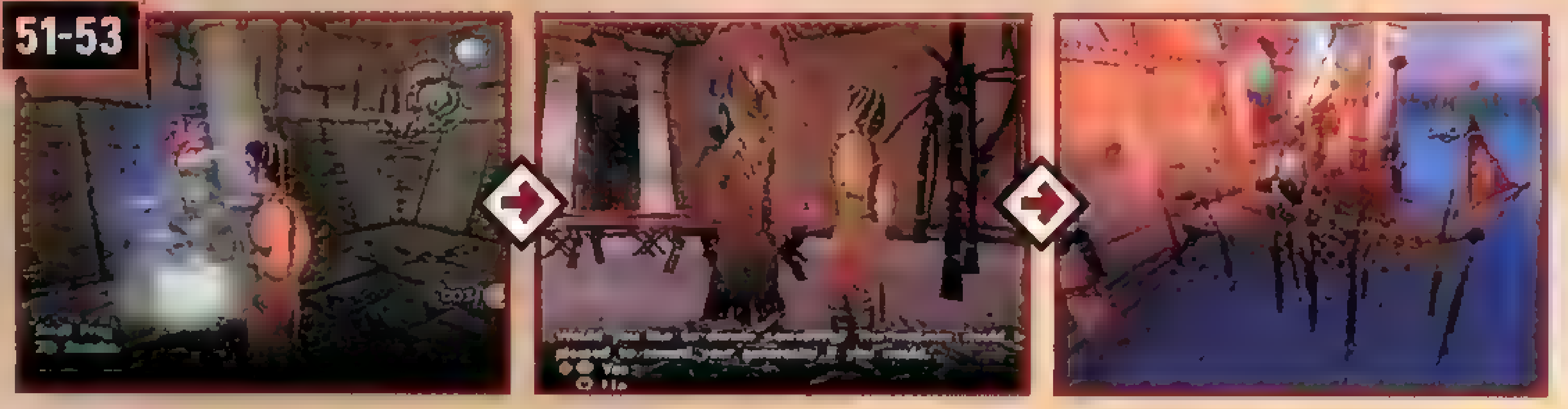
19-20



Abydos

47 Shimmy along the ledge near the bird creature. Take an Abydosian Pearl.
48 Follow the ledge. Shimmy and collect another Abydosian Pearl.
49 Drop into the well, then dive to collect the Old Key. Climb the ladder and break a vase to get an Abydosian Pearl. Open the door to the sewer.
50 Trade the pearls with a villager for the Stairs Key. Use it to open a door.
51 If you don't have at least 70 Scarabs, break vases to find them, then buy a monster at Montu's Monster Shop.
52 Give the monster to the museum curator to get the Zip Line Handle.
53 Climb the stairs again, pass the monster shop and look for a boat on the water. Use a zip line to reach the boat, then pay the captain for a ride.

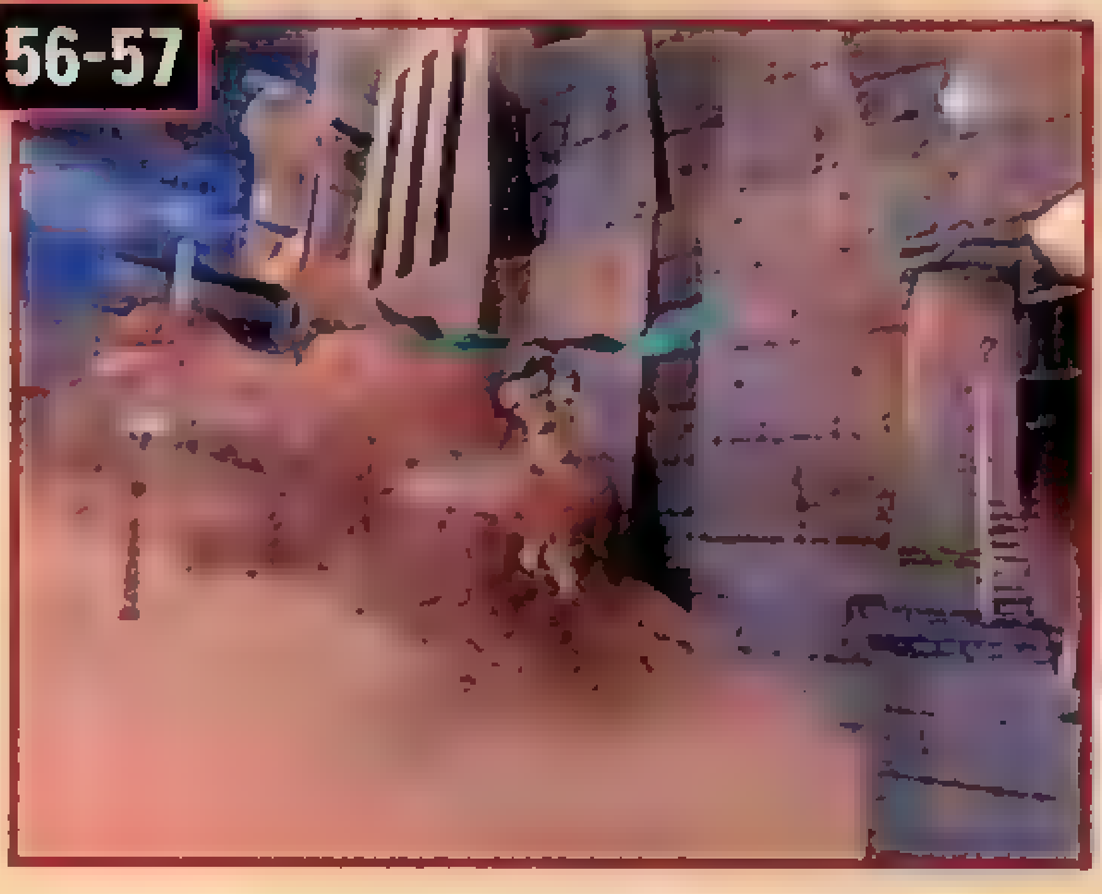
51-53



Heliopolis

54 Venture to Anubis Tower.
55 Draw a Fire Armadillo to the box. Burn it to reveal the Eagle Stone.
56 Stand in the blue circle near the dock and call the Great Eagle.
57 Climb, then call the eagle again.
58 Break a jar to release an enemy. Lure the beast to break boulders.
59 Take the swimming course and earn the Crocodile Scales.
60 Find an Atun Eye in a tent.
61 Swim to Sun Shrine Island.

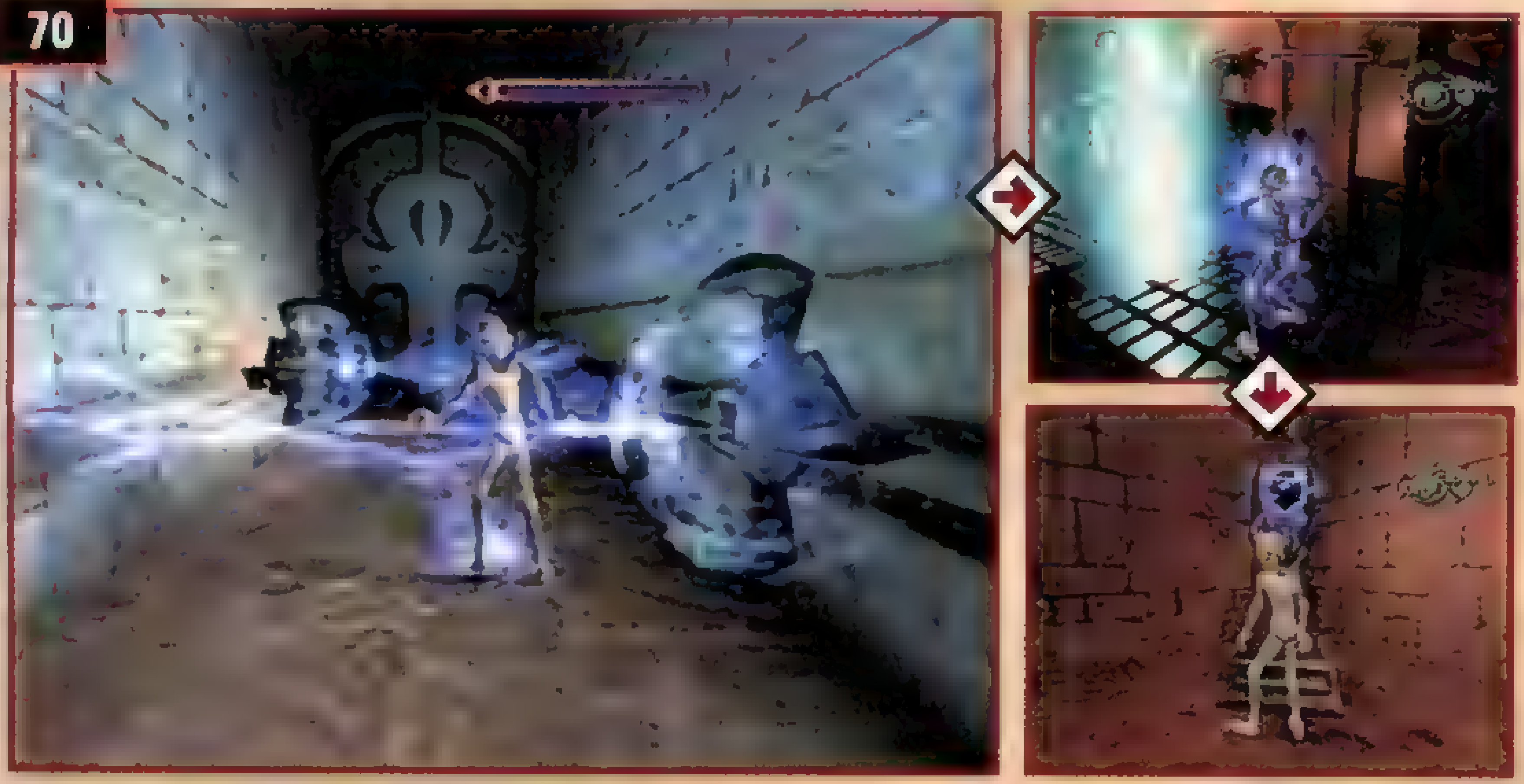
56-57



Castle of Uruk

62 Leap up to the dangling cage then jump to the ladder and climb.
63 Hop on hanging cages and platforms to reach the end of a long chamber.
64 Grab a bar and ride it up a shaft. Hop straight up and ride another bar.
65 Sneak past the slow eye near the fire and enter the left doorway.
66 Arrange platforms in the water so you can jump from the nearby passage to the center of the room without touching the water.
67 Open the passage's chest, get shocked and hop to the electrical device.
68 Take the Stolen Abydos Jewel from the room's center.
69 Run across the trapdoor corridor, pausing halfway in an alcove.
70 Get shocked in the big chamber and activate devices on both sides.
71 Get shocked, climb the ladder and slide to the Lunar Planetarium Key.
72 After you leave the room, drop into the trapdoor hall to get flattened. Run across the main room. Squeeze between bars to find the Exit Key.
73 Exchange the Lunar Planetarium Key for the Solar Planetarium Key.
74 Run to the center of the room. Fly to another passage. Set the mummy on fire with the red laser. Duck under the blue laser and burn the gate.
75 Drop to the floor and light the gas booth to make the bridge extend.
76 Pull statues. Light another booth. Burn the gate. Light the third booth.
77 Sneak past wall spikes on the far ledge. Grab the Earth Planetarium Key.
78 Return to the main room on fire. Burn the gate past the shocking device.
79 Exchange the Earth Planetarium Key for the Lunar Planetarium Key.
80 Go to the center of the room. Fly to the Wings of Ibis.

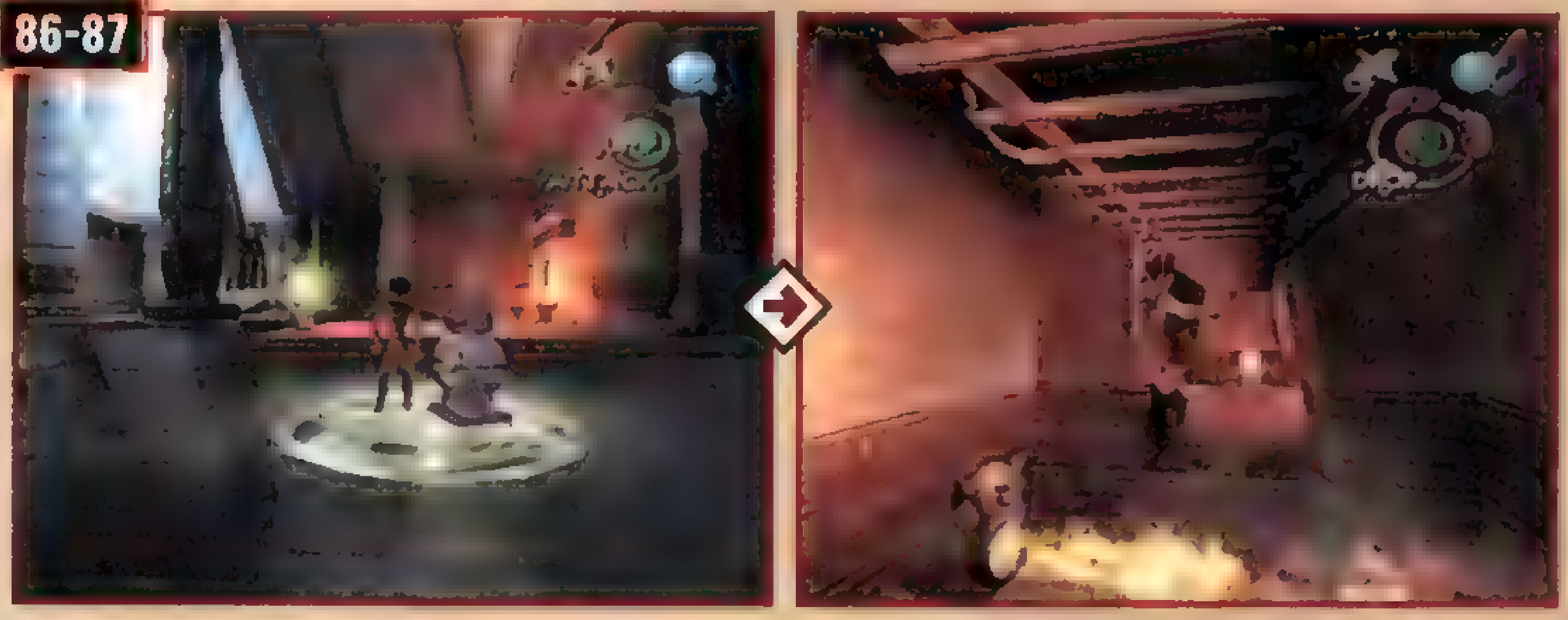
70



Heliopolis

81 Sail to the Cursed Palace. Cross the water in the direction of the laser poles. Break a jar to find an Atun Eye. Place both eyes in a skull rock.
82 Go to Anubis Tower. Slam-attack a floor panel to open a gate.
83 Burn boxes to expose a Glyph Key. Use the key to rise on a platform.
84 Hit the lights in the following order: blue, yellow, red, blue, red, green.
85 Break the barrier, find the Blowpipe and use a lever.
86 Hit the target on the right side of the central room to call a platform. Transport the small statue to the area near the target.
87 Place the statue on the pressure platform. Open the door. Pull a lever.
88 Use a lever on the left side. Cross the bridge. Hit the enemy in the back.
89 Get the Beetle Pouch and use it to capture three Fire Armadillos.
90 Deliver the armadillos to earn two Curse Stones.
91 As you leave Anubis Tower, you'll receive the Dark Stone of Invisibility.
92 Defeat the enemies in the Cursed Palace's main room to open doors.
93 Place the Curse Stones in their places to receive the Book of the Dead.
94 Leave the palace, collect enemies and use them to destroy the towers.
95 Talk to the farmers, then visit their farm and earn a Canopic Vase.

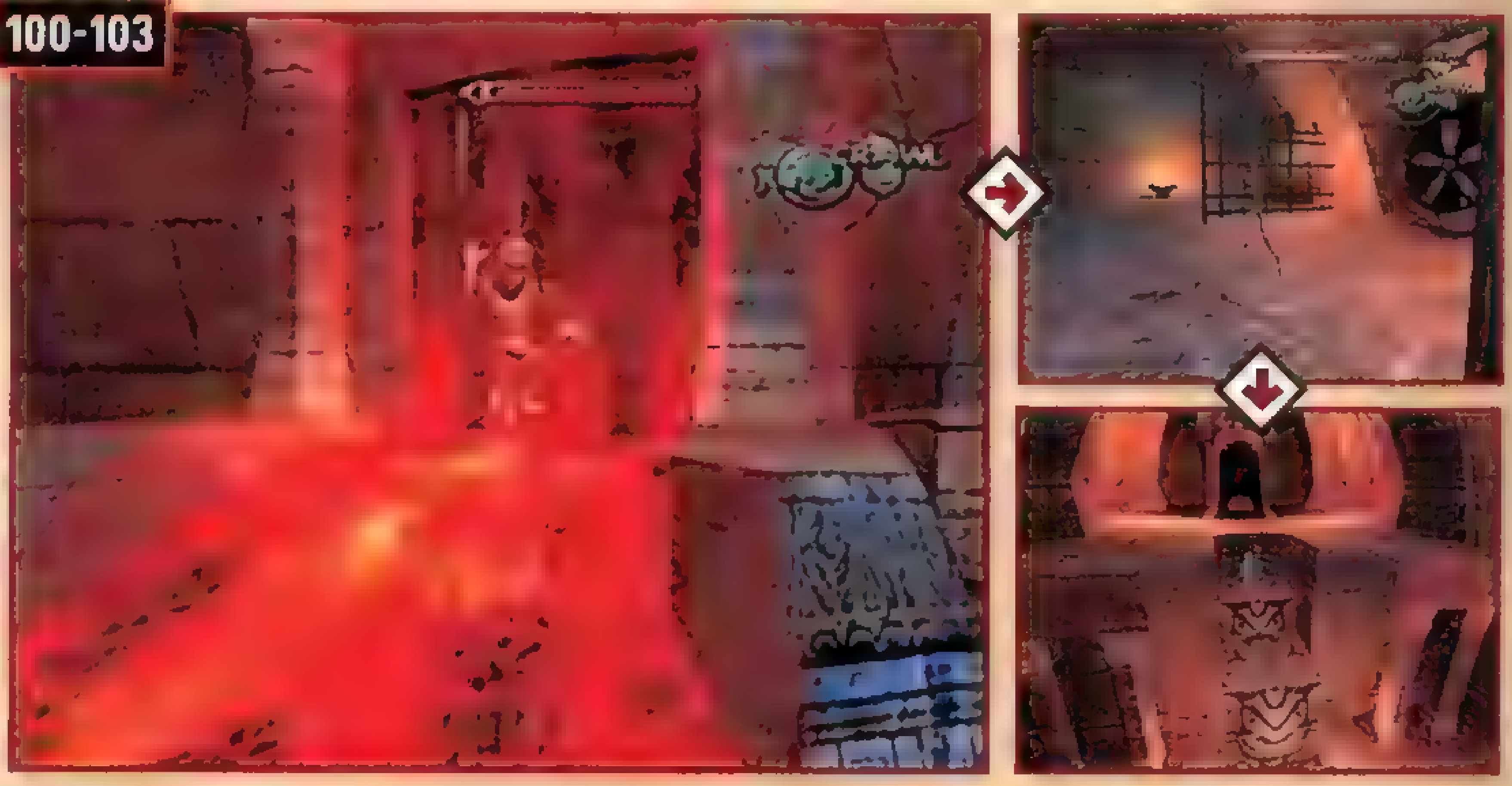
86-87



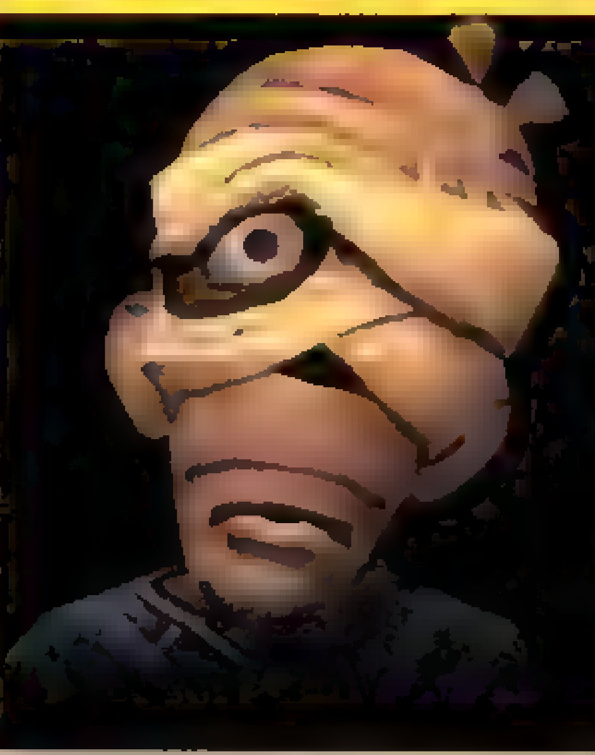
Castle Uruk

96 Run, jump and climb to the large, round room. Sneak past a single eye.
97 Use your Hide ability to sneak past two more guarding eyes.
98 After you pass the save point, the mummy will split into three.
99 With the first mummy, go to the right and get a Stolen Abydos Jewel.
100 Climb the ladder and follow the path. Move through the lava and get to a button, but don't push it.
101 With the second mummy, go to the right to have him flattened, then travel left. In the lava room, walk through the gate, climb up the ladder and avoid the fans to reach a button, but don't push it.
102 Use the third mummy to stand on the monster blocks in the lava room.
103 Have the second mummy step on its button, then climb higher with the third mummy. Have the first mummy trigger its button, then use the third mummy to open a chest and get an Atun Statue.
104 When all is said and done, Sphinx will get another Stolen Abydos Jewel.

100-103



THE LEGEND LIVES ON



The demigod and the mummy have been through a lot, but there's still much more adventure to be had. Will the mummy ever return to his old form? The answer is under wraps. Play on to find out.

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THE FIRST LADY OF GAMING RETURNS

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EVERYONE
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Fantasy Violence

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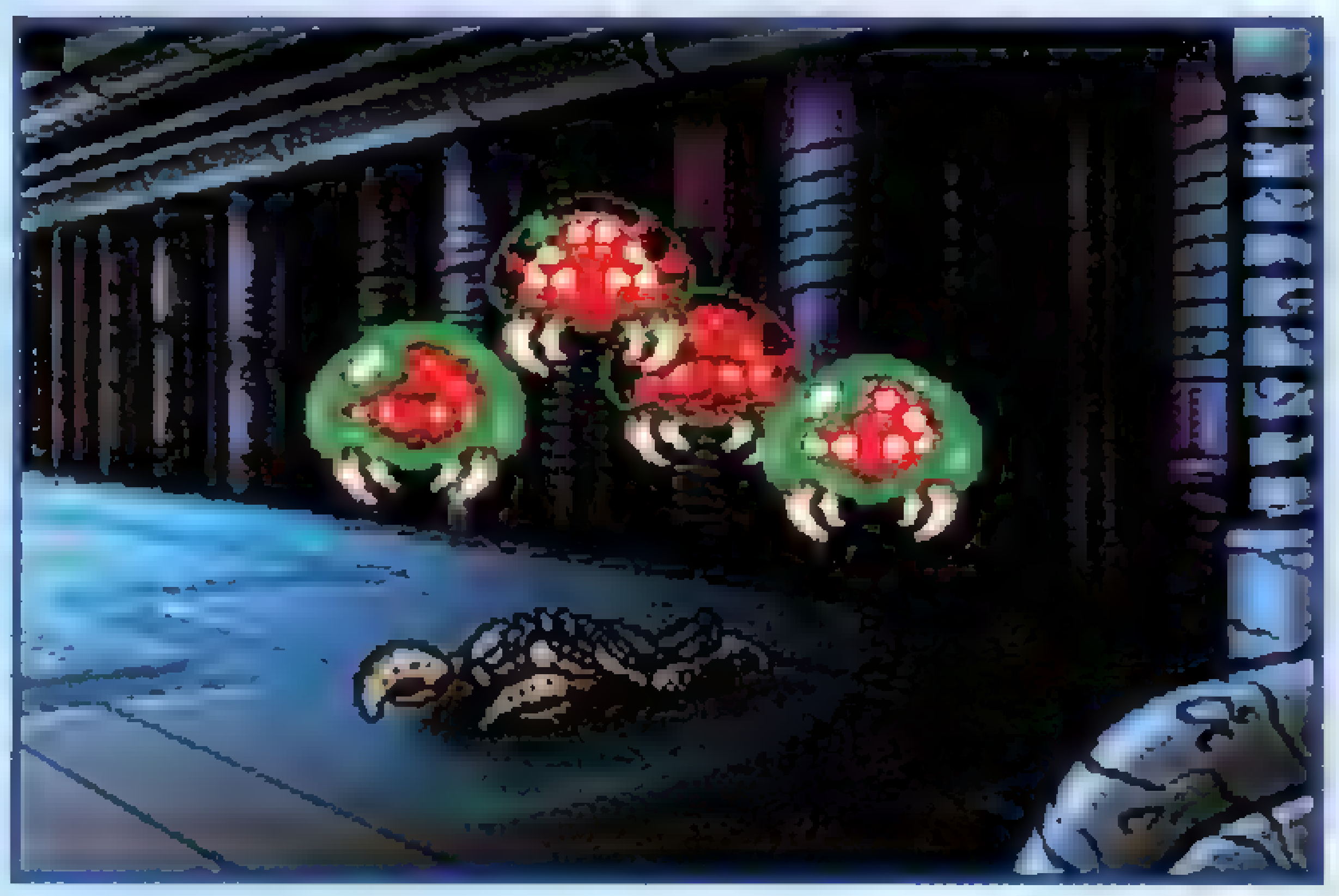
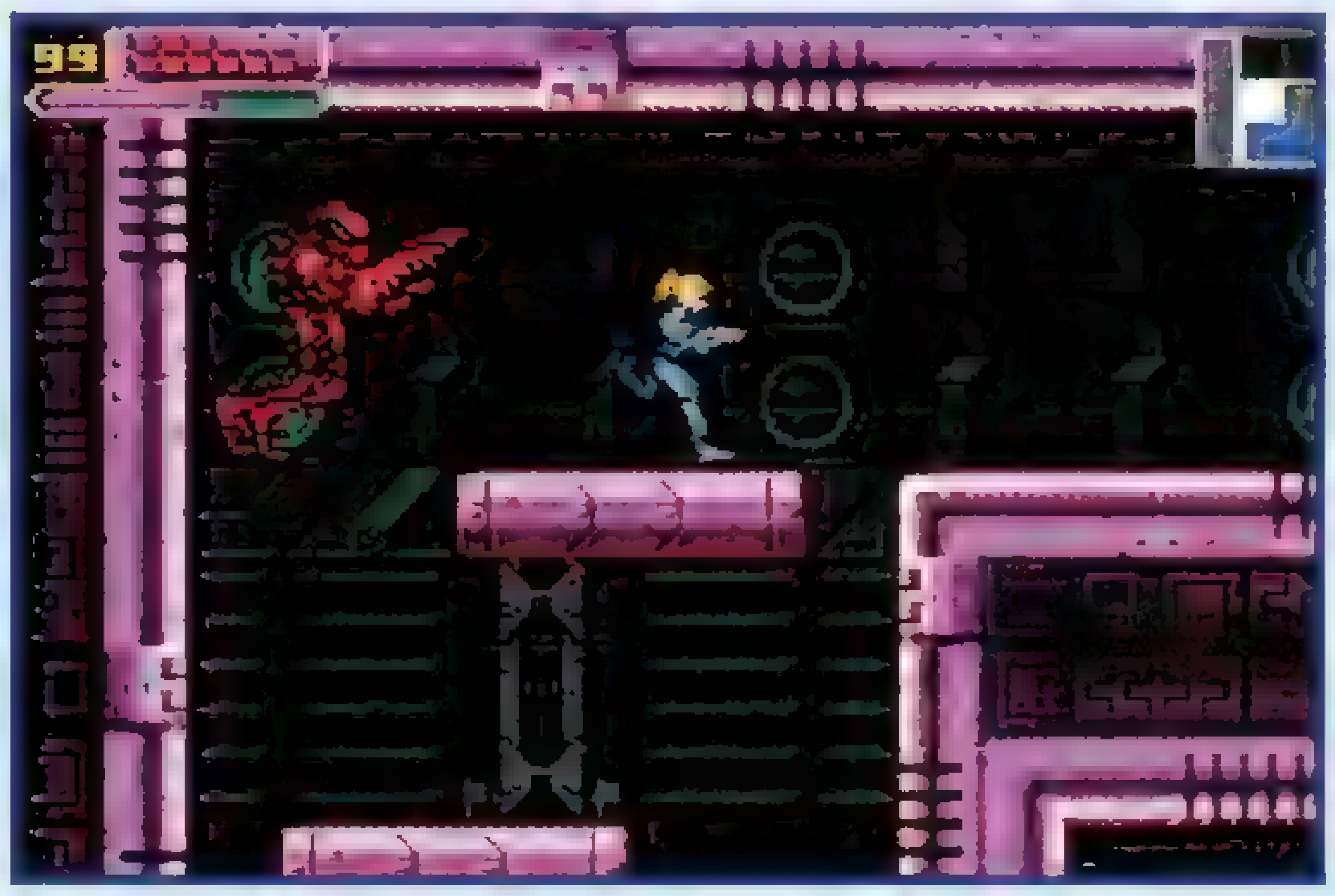
Birth of a Legend

With the Metroid franchise in the middle of a long-awaited and well-deserved revival, it seems fitting to revist the adventure that launched Samus Aran's career. In Metroid: Zero Mission for Game Boy Advance, you'll return to Planet Zebes for our heroine's first encounter with the Metroids and the beginning of her epic battle against the sinister Space Pirates and Mother Brain.



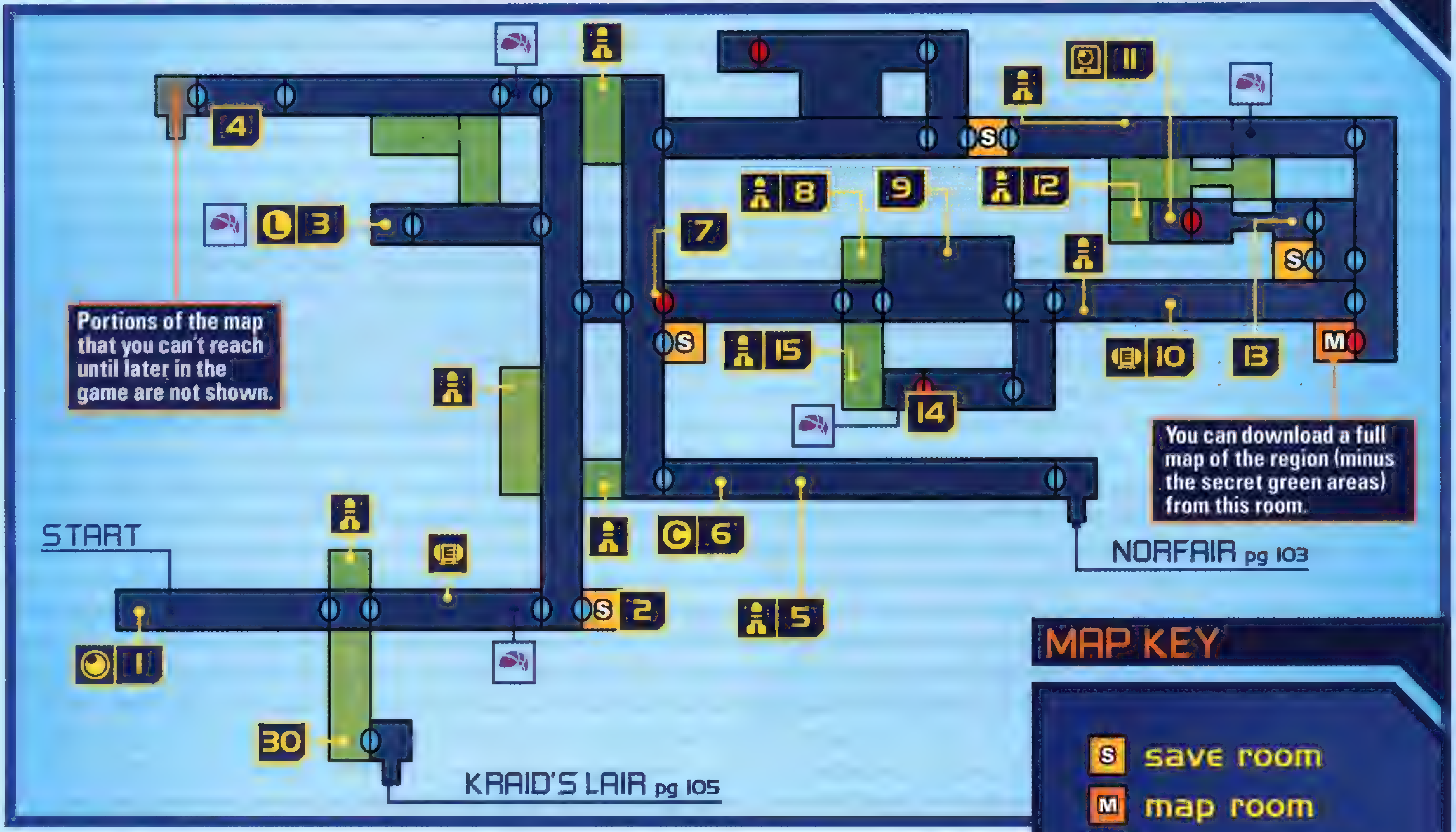


Though it's based on the same tale as the original NES Metroid, don't mistake Zero Mission for a straight port of the beloved classic. The graphics and music have received a substantial upgrade, and cut scenes have been added to flesh out the story. Beyond the cosmetic enhancements, you can expect a significantly longer adventure with new monsters, new power-ups and a few big surprises.

Commence Mission

After touching down on Planet Zebes, Samus will descend into the caverns of Brinstar, where our journey begins. This month's walk-through will also explore Norfair and Crateria before leading to Kraid's lair for a showdown with the big ugly lizard. Like previous Metroid games, Zero Mission is fairly nonlinear, but we'll show you the optimal path for grabbing all the power-ups.

BRINSTAR



Portions of the map that you can't reach until later in the game are not shown.

You can download a full map of the region (minus the secret green areas) from this room.

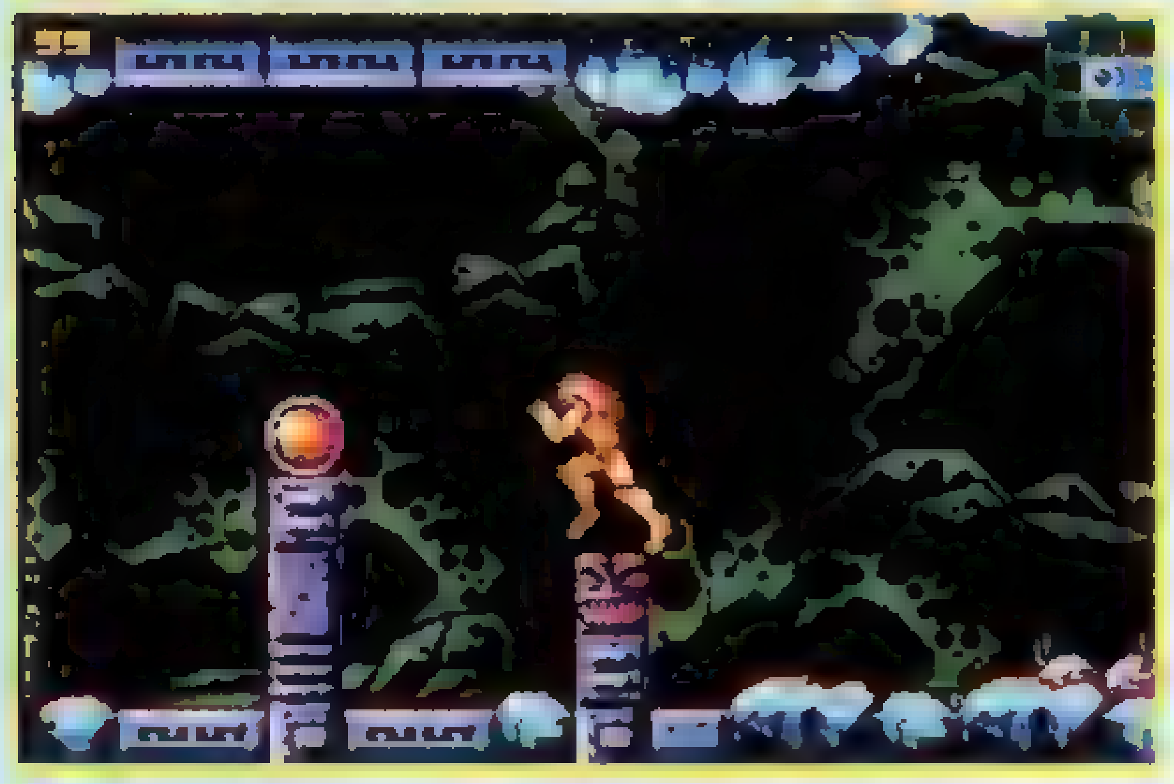
MAP KEY

- S save room
- M map room
- chozo statue

UPGRADES

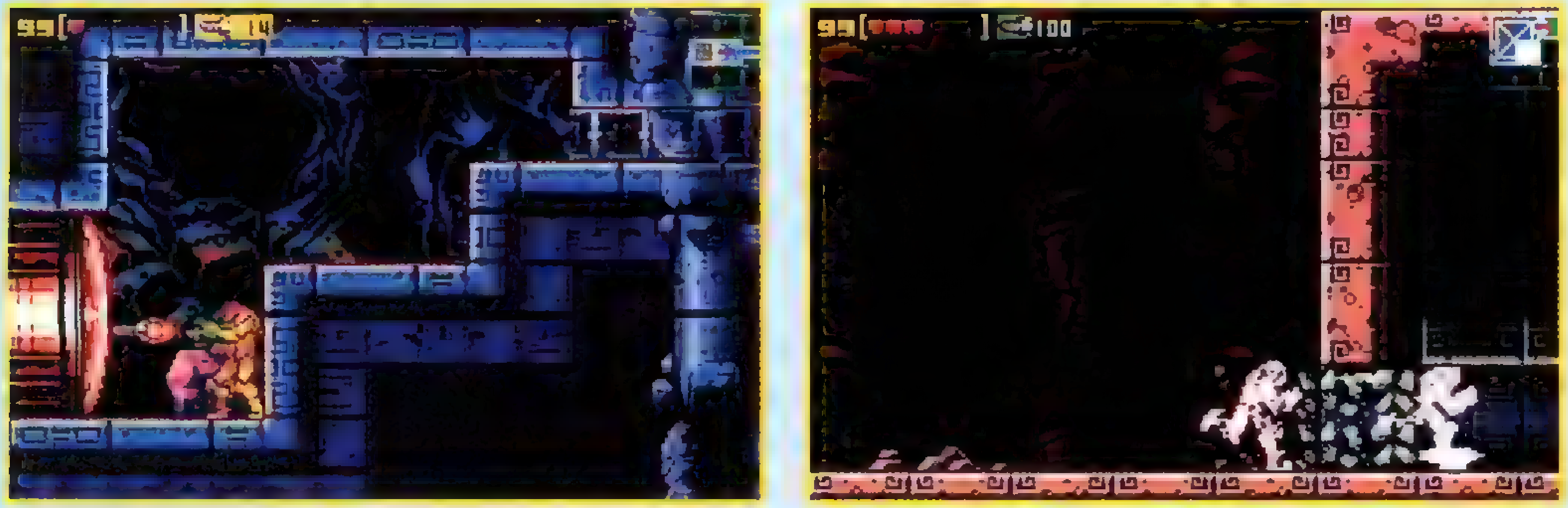
- morph ball
- long beam
- missile tank
- charge beam
- energy tank
- bomb
- unknown item 1
- power grip
- ice beam
- unknown item 2
- speed booster

1 MORPH BALL



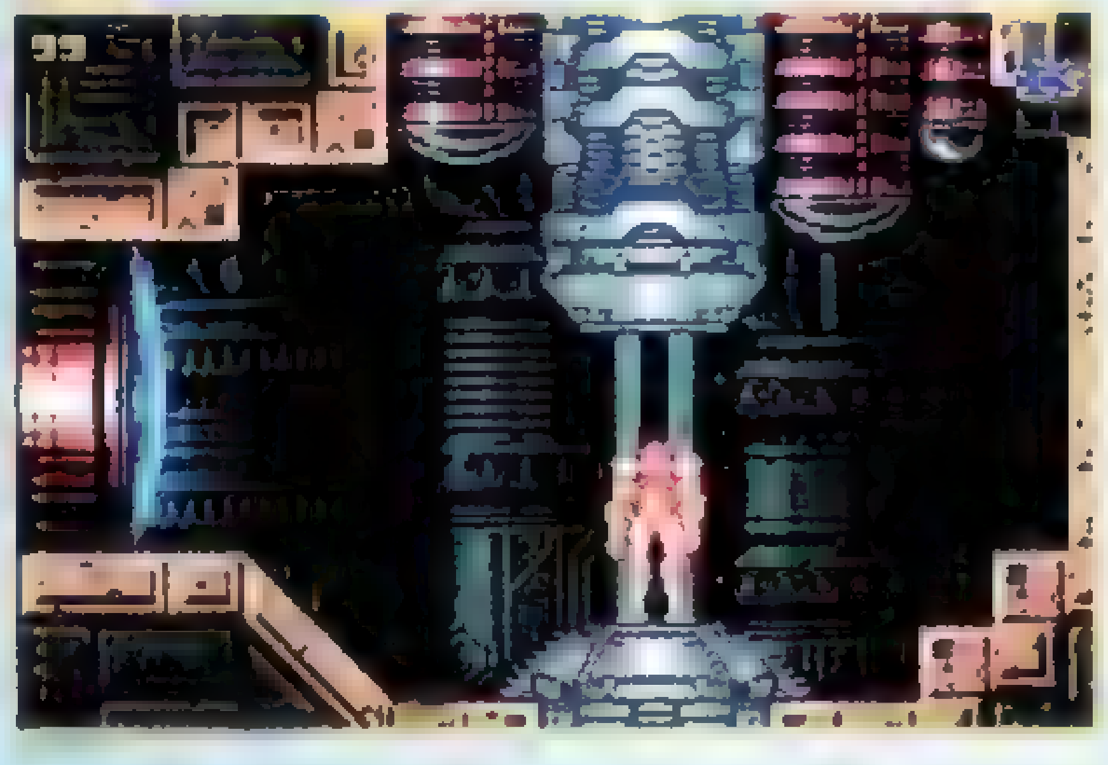
Head left from the starting point and jump over the rock formation to reach the Morph Ball power-up on the pedestal beyond. The game's first upgrade allows you to roll into a ball and gain access to narrow passageways by double-tapping Down on the Control Pad.

MISSION PROGRESSION



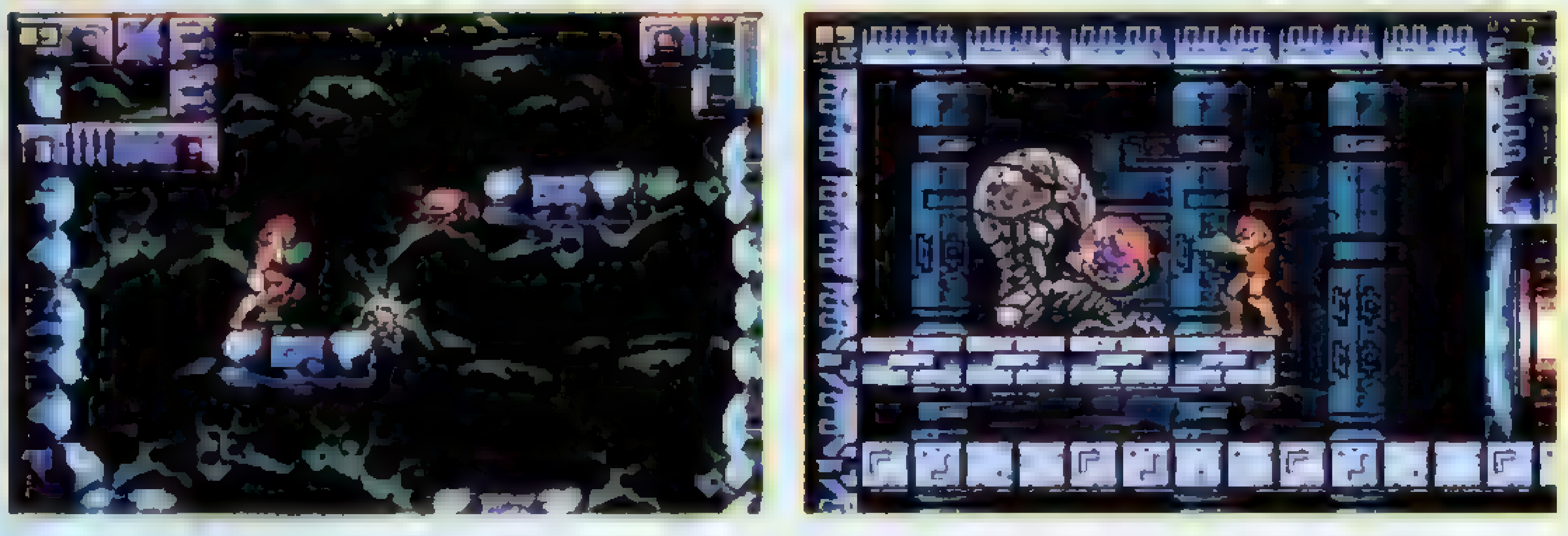
You'll need upgrades such as the Morph Ball to progress through the game. Though you're free to explore, you won't be able to get past certain obstacles until you've acquired a particular weapon or power-up. The location of the next required upgrade will be displayed on the map when you activate a Chozo Statue.

2 CHOZO STATUES AND SAVE ROOMS



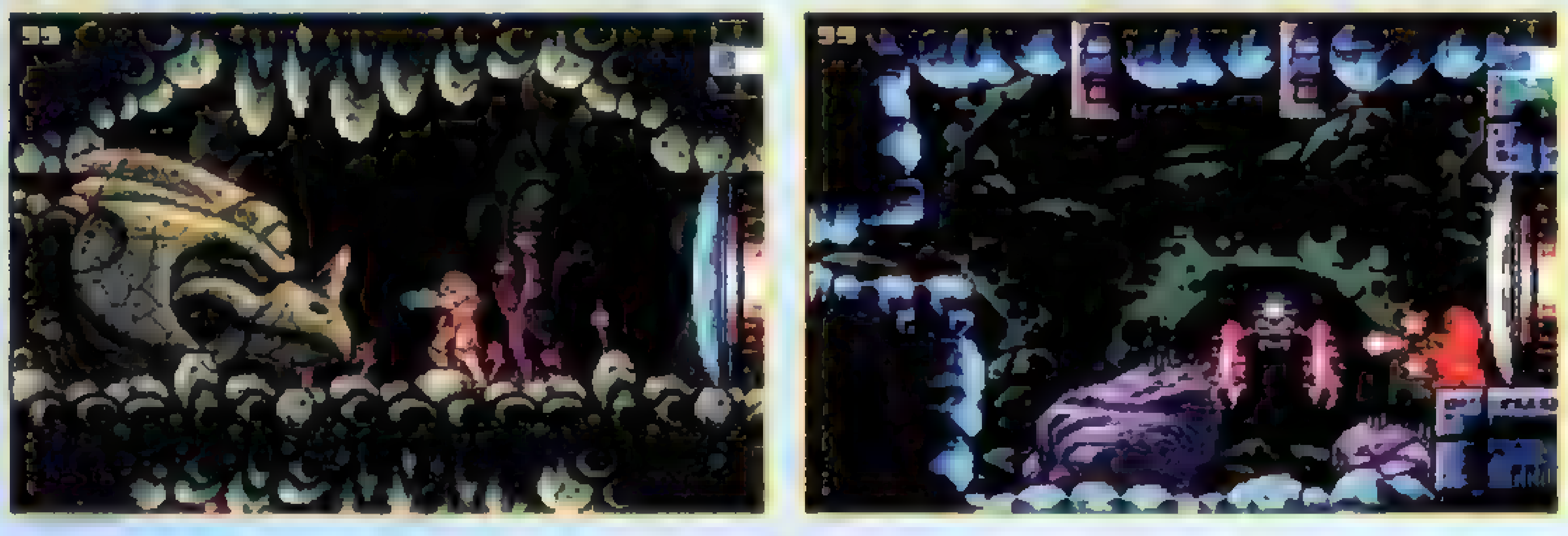
Use the Morph Ball to squeeze through the tunnel to the east, then jump into the Chozo Statue's hands and roll into a ball again. The statue will recharge your energy, and the path behind it will open. You won't be able to reach the Energy Tank in the room yet, so proceed east to the first save room and save your game.

3 LONG BEAM



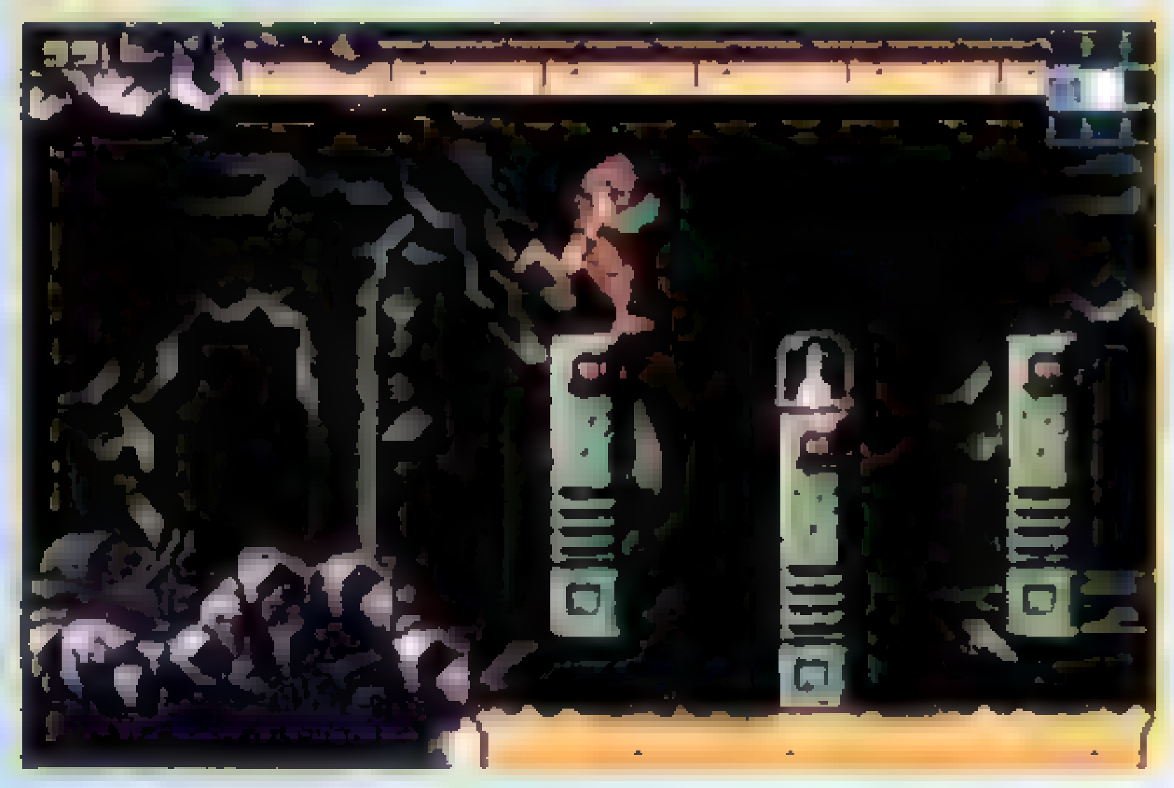
Exit the save room and climb up the adjacent area by jumping from platform to platform. Enter the first hatch to your left, then blast the rocks blocking the narrow passage and roll through. You'll find another Chozo Statue in the following room. Blast the object in its hands to reveal the Long Beam upgrade.

4 ALTERNATE EXIT



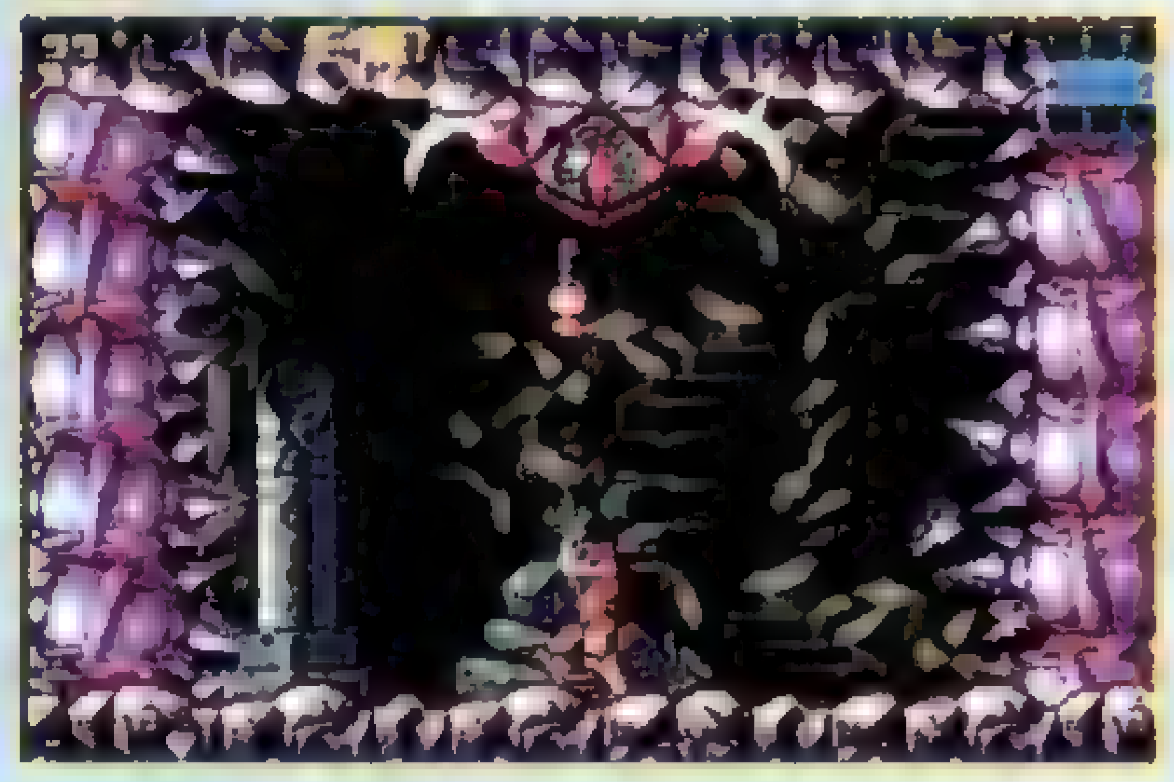
In the room before the Long Beam, you'll be unable to leave the way you came, so take the upper tunnel instead and navigate through the green areas on the map. Pay a visit to the two-headed statue at point 4, then turn east and defeat the spiderlike creature that appears to open the white hatch.

5 MISSILE TANK



When you emerge at the top of the vertical shaft, drop about halfway down and clear the rocks that block the tunnel to your right. Roll through the tunnel and proceed to the neighboring shaft, then drop to the bottom and continue east. You'll find your first Missile Tank on a pedestal above a lava pool.

6 CHARGE BEAM

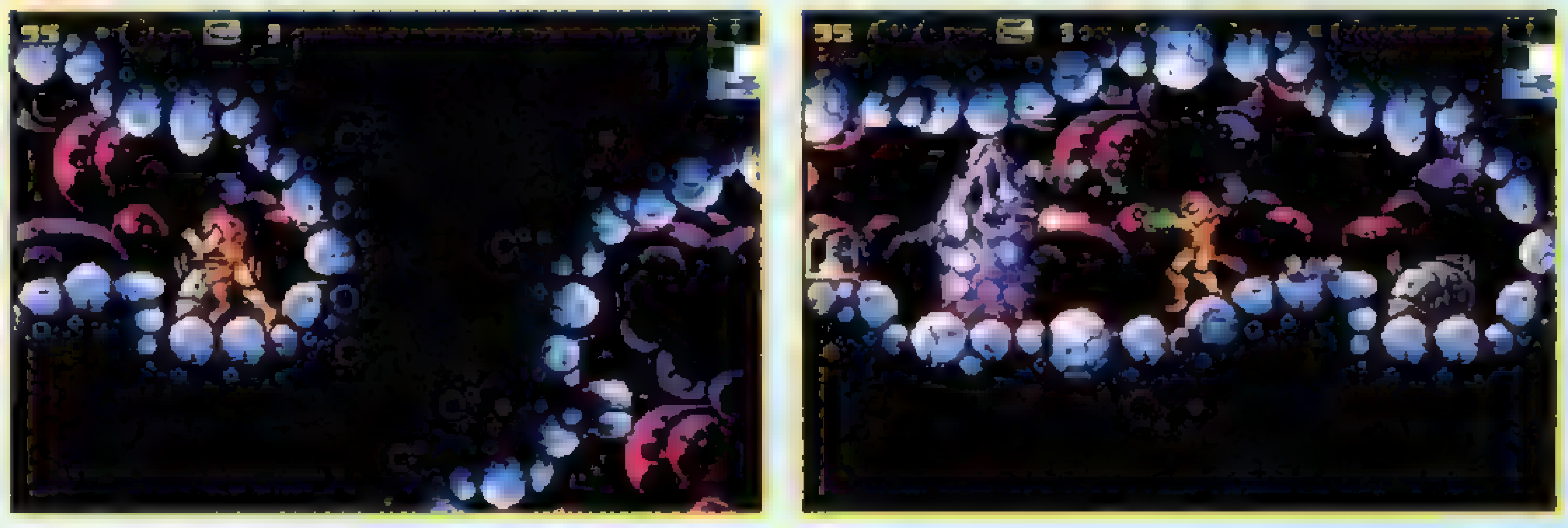


A giant worm will attack you on your way back from the Missile Tank. Hit it in the eye with a missile (aim, then hold the R Button and press B), then step aside to avoid its attack. To defeat the creature—and obtain the Charge Beam—you must score three hits before it retreats; otherwise, you'll have to wait for your next encounter.

7 RED HATCHES

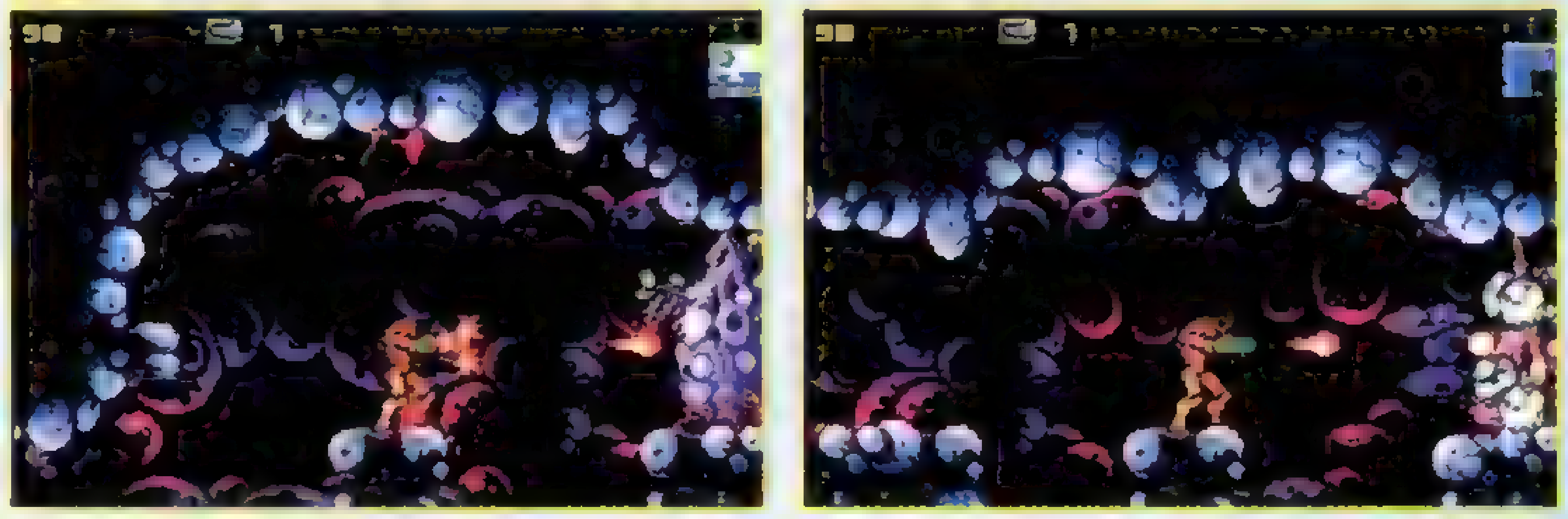
In addition to taking down powerful enemies, missiles can open red hatches such as the one at point 7. On your way there, stop by the save room below to record your progress.

8 HIDDEN MISSILE TANK



Keep heading east through the next two hatches, then jump onto the first square platform in the following room. You'll see a hive to your right and a tiny ledge to your left. Jump onto the ledge, then run through the wall and destroy the hive on the other side. You'll find another Missile Tank behind it.

9 EXTERMINATOR

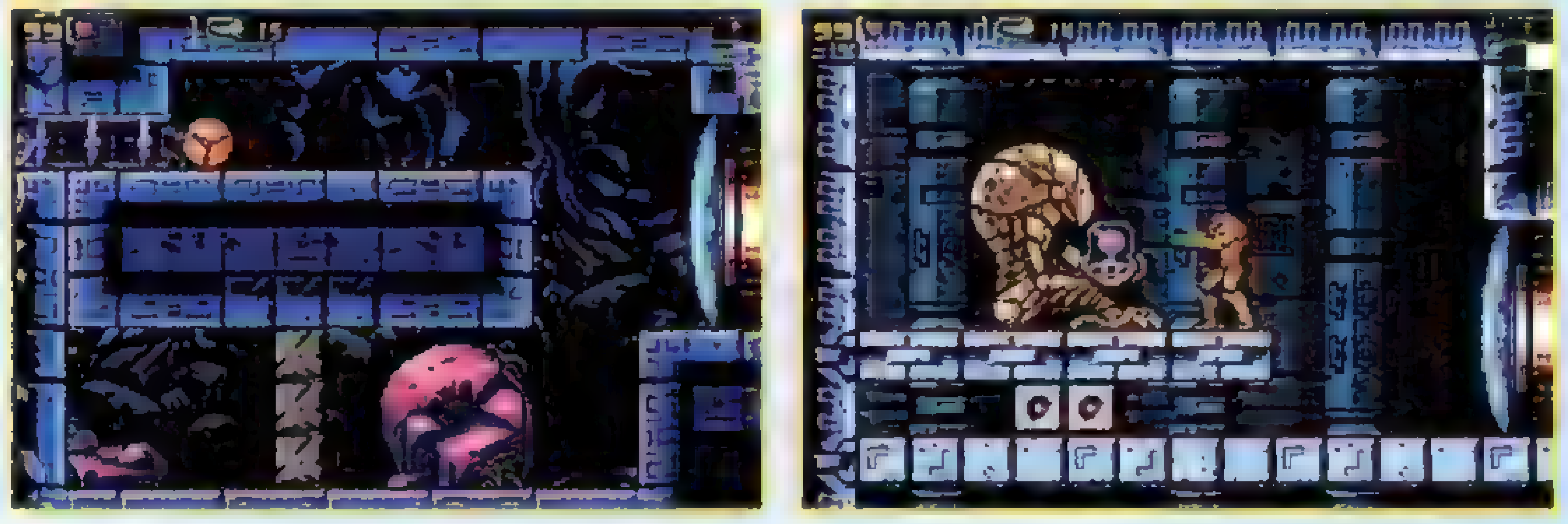


To reach the hatch on the other side of the room, you'll have to blast through two more hives that bar your passage. Fire at them from the safety of the square platforms to avoid being stung by the insects that are justifiably upset about your destroying their homes.

10 EXTRA SUPPLIES

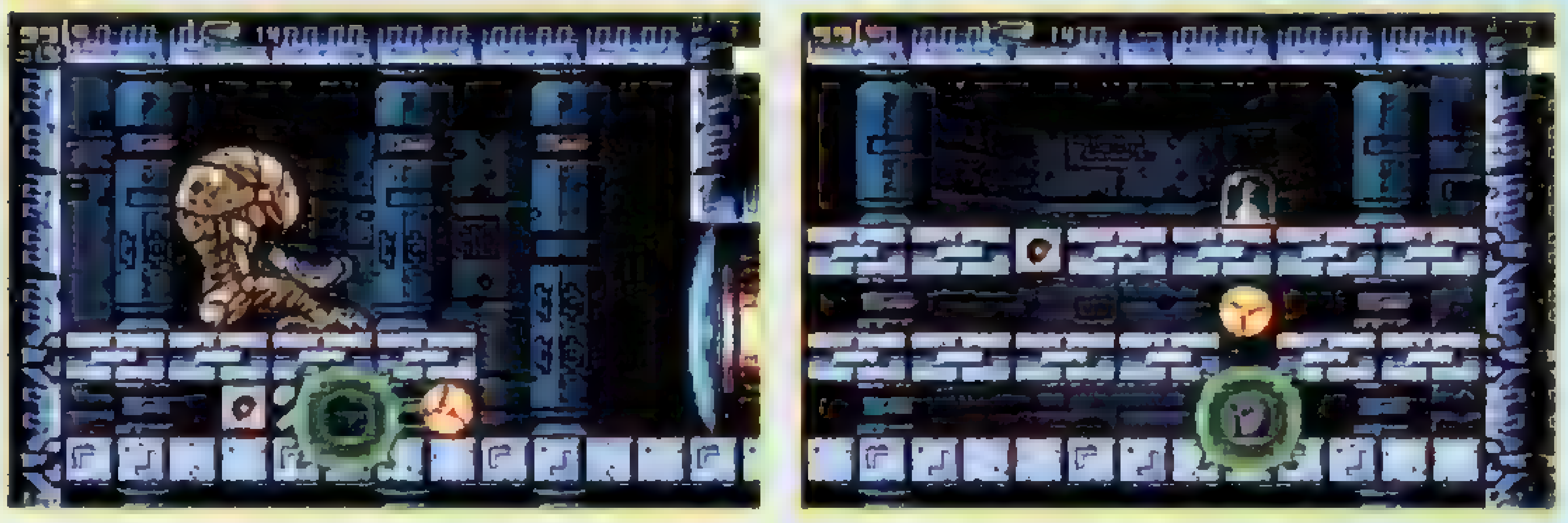
A destructible barrier stands between you and the Energy Tank at point 10. If you clear out the blocks at the barrier's base, you'll uncover another Missile Tank.

11 MORPH BALL BOMB



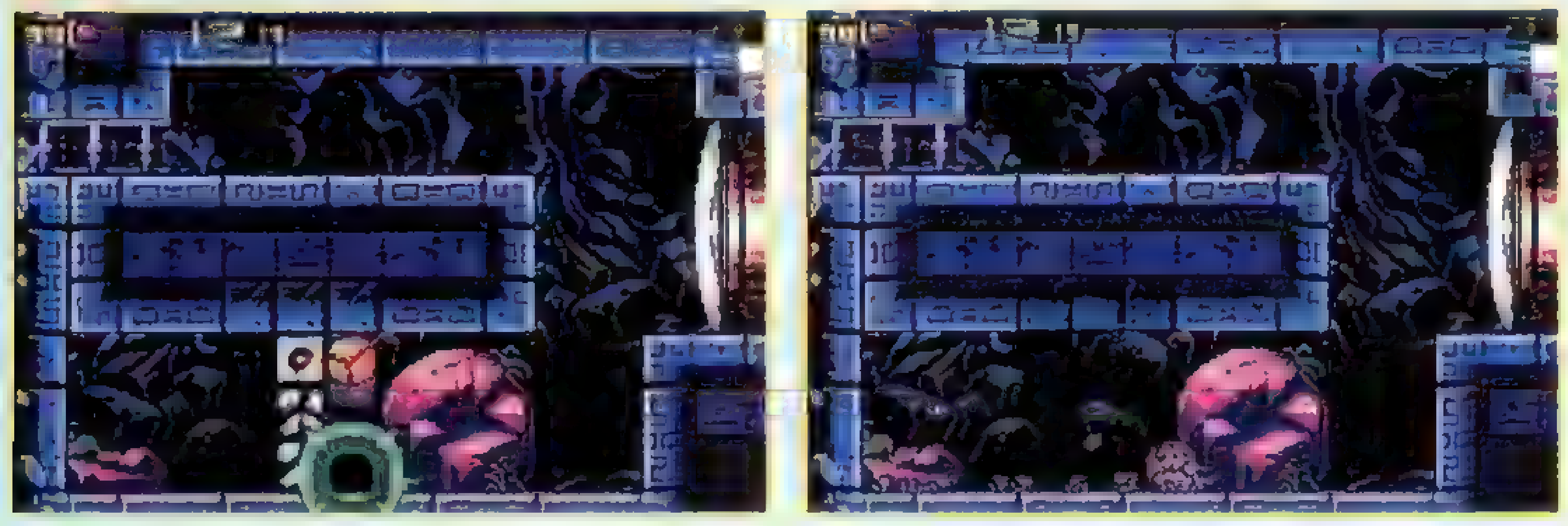
When you get to the vertical shaft at the east edge of the region, head through the first hatch above the entrance. Continue through the upper hatch in the next room, then follow the tunnel, open the red hatch and procure the Bomb upgrade from the Chozo Statue on the other side.

12 BOMBS FOR MISSILES



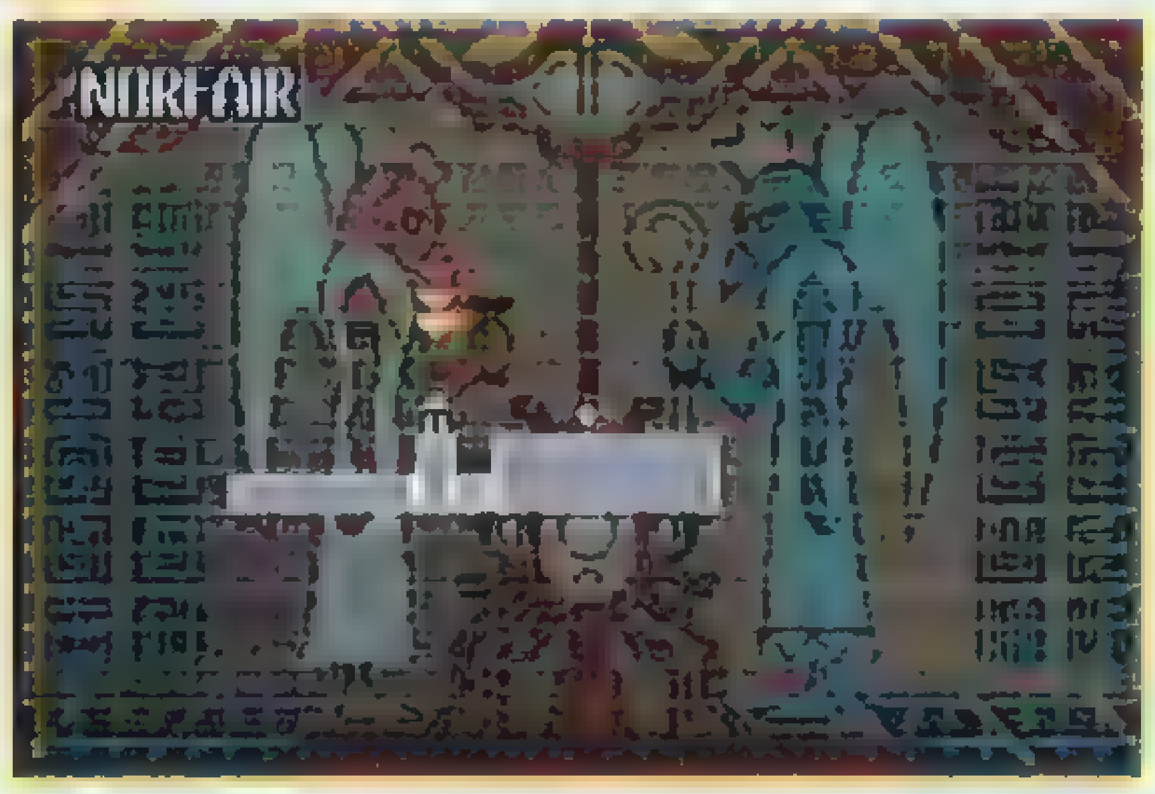
While in Morph Ball form, you can use your newly acquired bomb to destroy barriers or propel yourself into the air. Put it to use on the barriers underneath the Chozo Statue, then roll left to enter a secret room. To reach the Missile Tank there, clear the barriers and propel yourself through the resultant gaps.

13 ATTACK OF THE SWARM



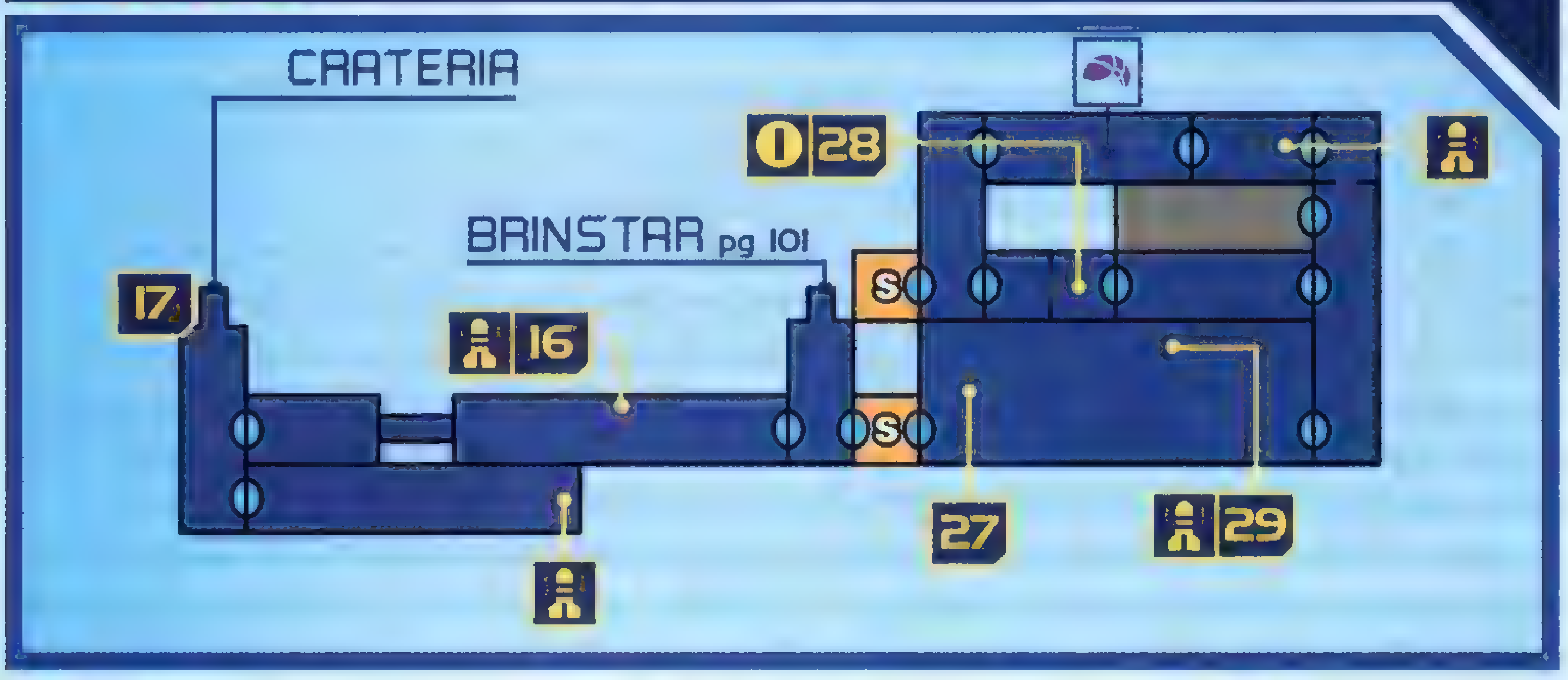
When you return to the room east of the Chozo Statue, you'll find that the hatch has turned white. To open it, you must use your bomb to destroy the rocks to the left, then stay in Morph Ball form and continue bombing to exterminate the bugs that pour out of the platform overhead.

14 CONSULT THE CHOZO

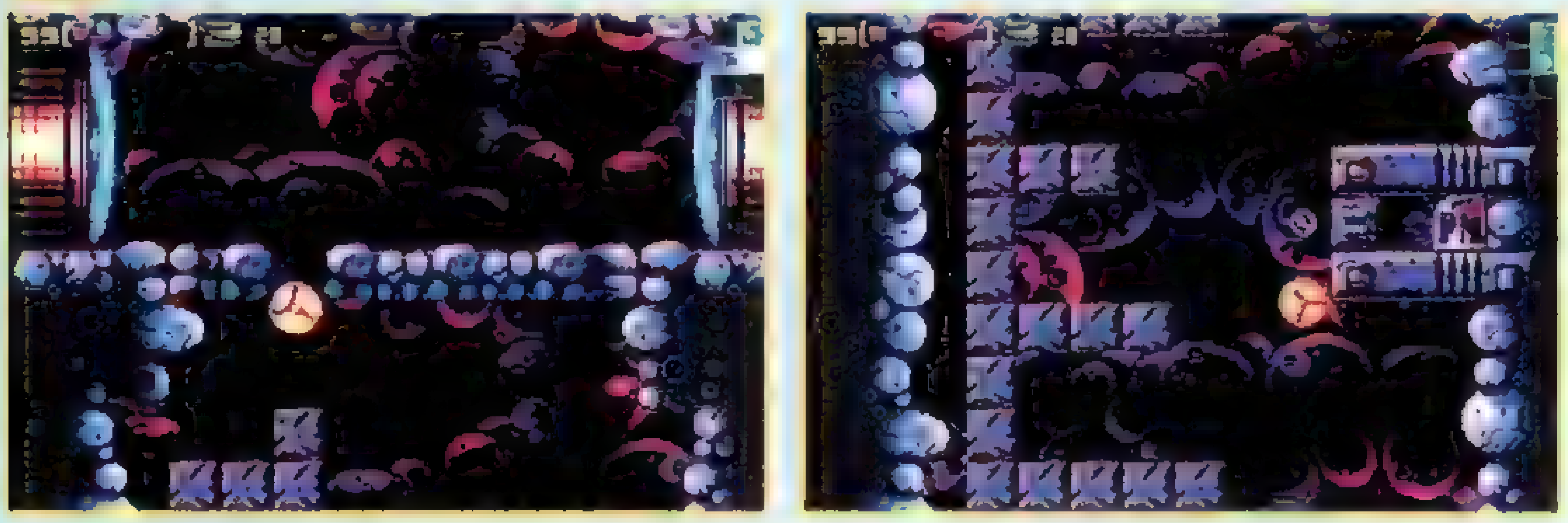


Head back through Brinstar's central corridor until you come to some rocks jutting up from the floor. Detonate a bomb to create a gap, then drop through it. As you enter the next room, be prepared for an onslaught of flying enemies. Once the coast is clear, proceed to the Chozo Statue to learn the whereabouts of your next upgrade.

NORFAIR

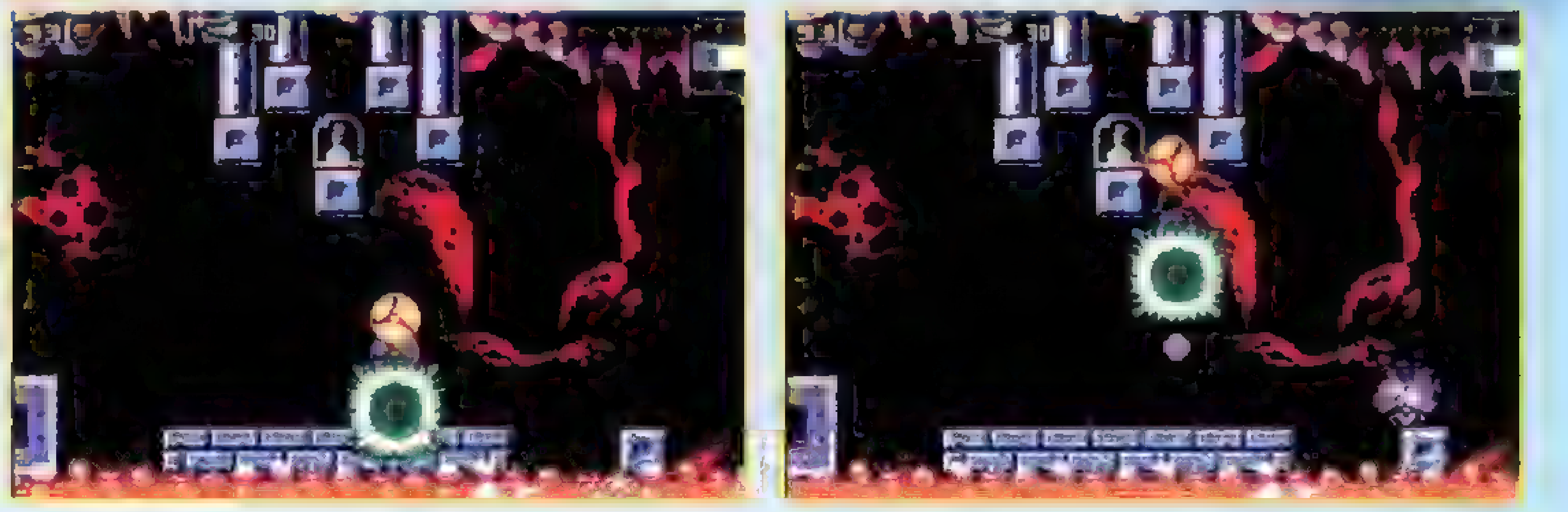


15 HARD-TO-REACH MISSILE TANK



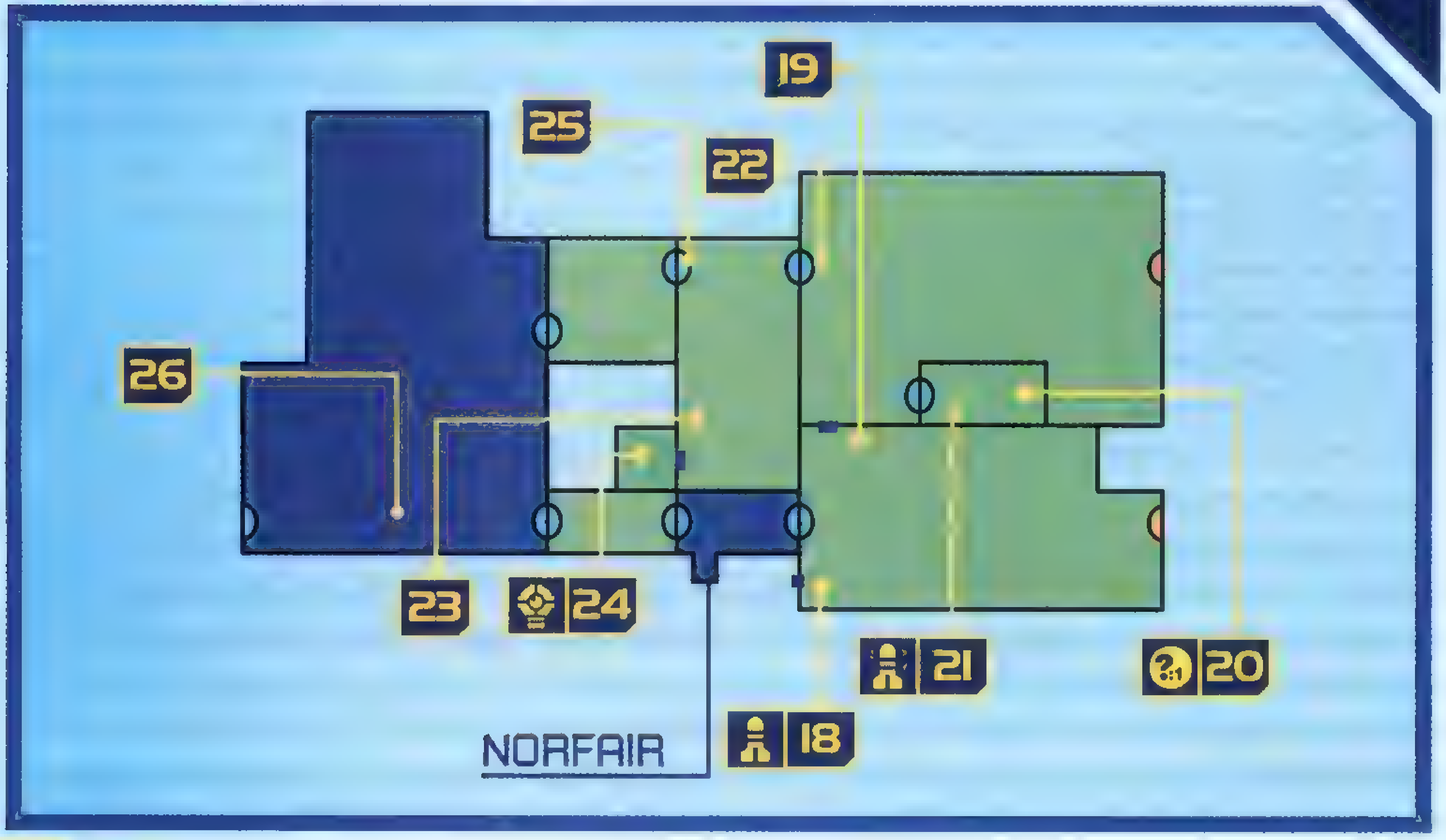
Return to Brinstar's central corridor and bomb the floor in the room above point 15 (see the above-left screenshot). To retrieve the Missile Tank, drop in front of it while in Morph Ball form and use a bomb to clear away the block, then quickly jump back up and drop again to squeeze through the gap.

16 WANT MISSILES? WHY WAIT?

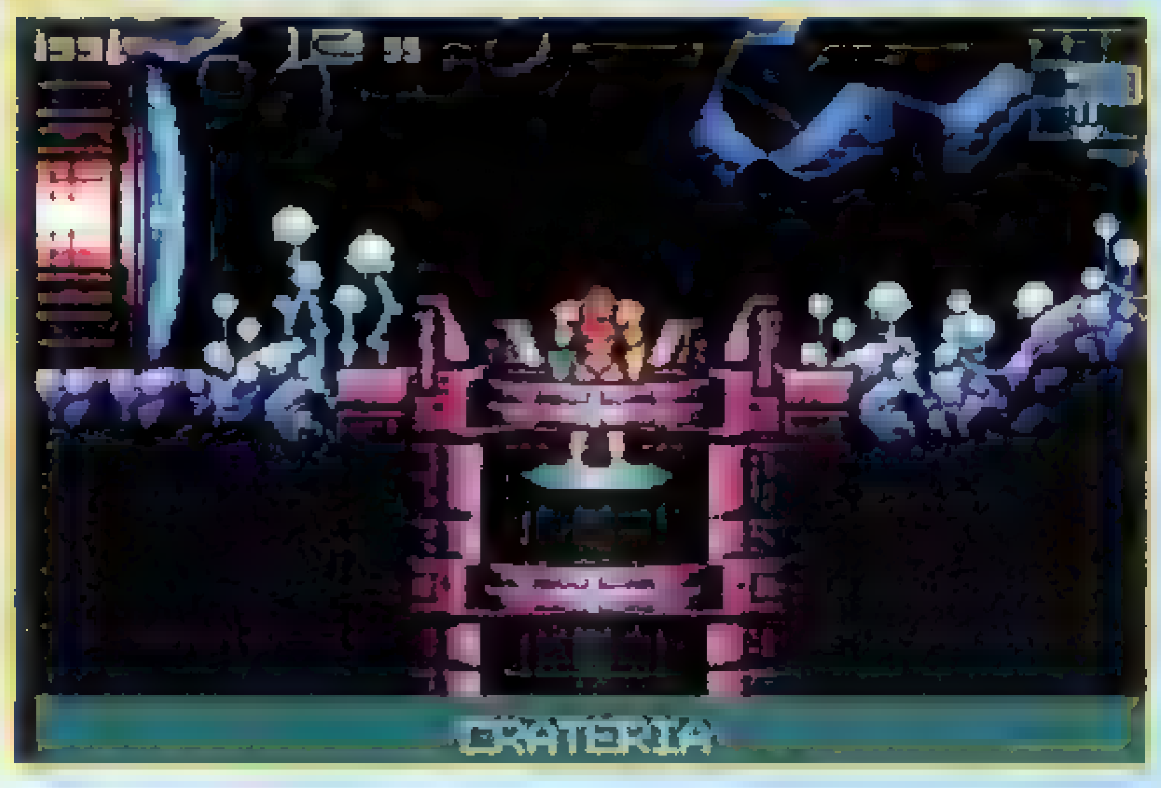


Take the elevator to Norfair (you'll have to use your bombs to knock out a wall along the way) and enter the left corridor. It'll be easier to reach the Missile Tank there once you've acquired the Power Grip, but you can nab it immediately by launching yourself into the air with a quick succession of explosions.

CRATERIA

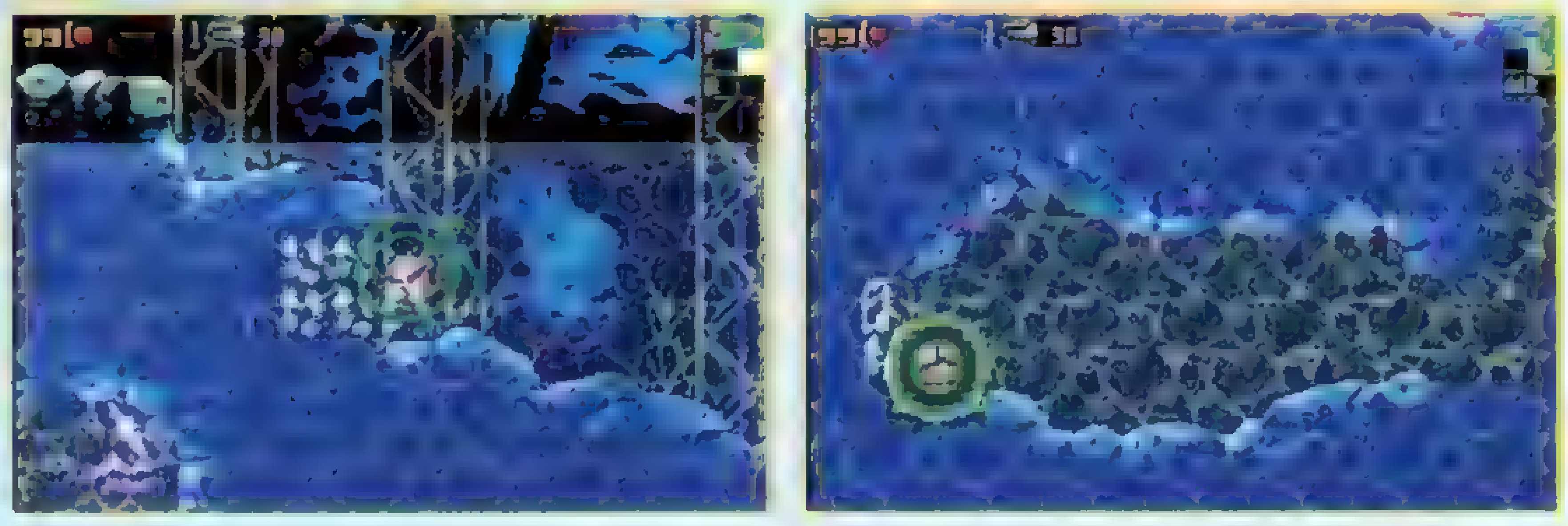


17 SHORT VISIT



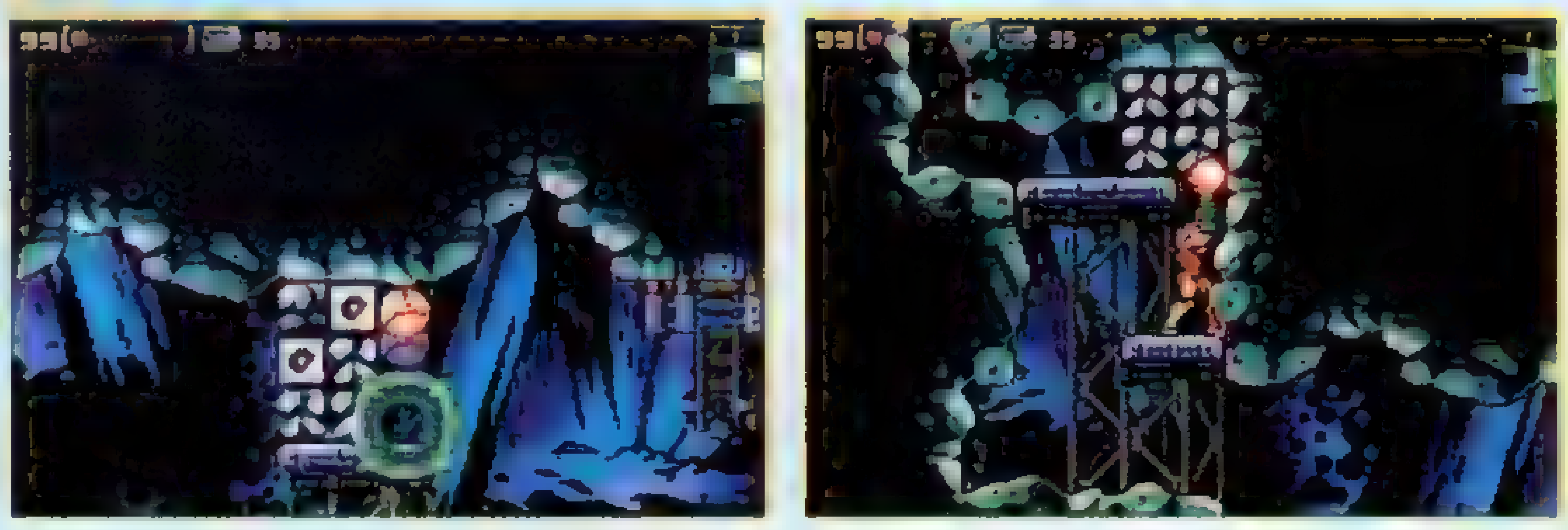
Continue through the corridor until you come to what seems like a dead end. Crouch and fire at the wall to reveal a secret tunnel, then quickly roll through and head for the elevator to Crateria. We'll return to Norfair shortly.

18 UNDERWATER MISSILES



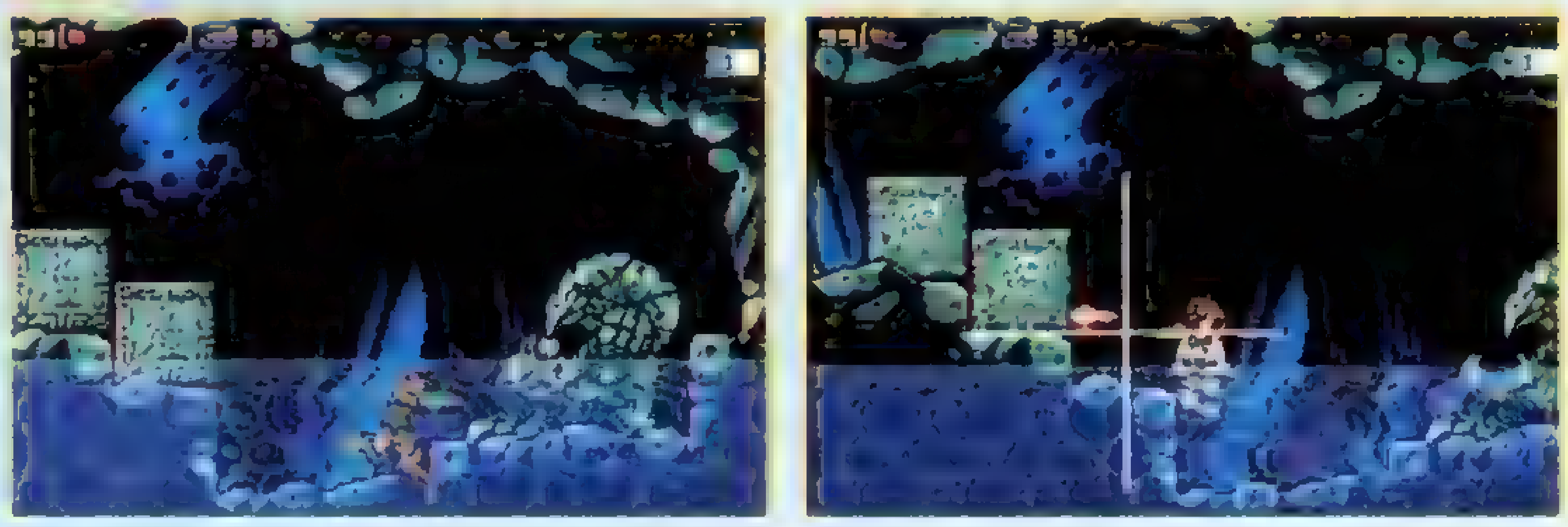
In Crateria, turn right from the elevator, knock out the wall blocking your path and step through the revealed hatch. Dive into the water and shoot the submerged block to your left, then break through the wall with a shot from your blaster and a couple of bombs. There's a Missile Tank in the wall past the fish.

19 CLEAR A PATH



Use the platforms above the lake to get to the upper left-hand corner of the room. You'll have to take out a couple of barriers along the way—the first with a bomb and the second with your blaster. Squeeze through the narrow passage at the top, then jump to the room above.

20 UNKNOWN ITEM #1

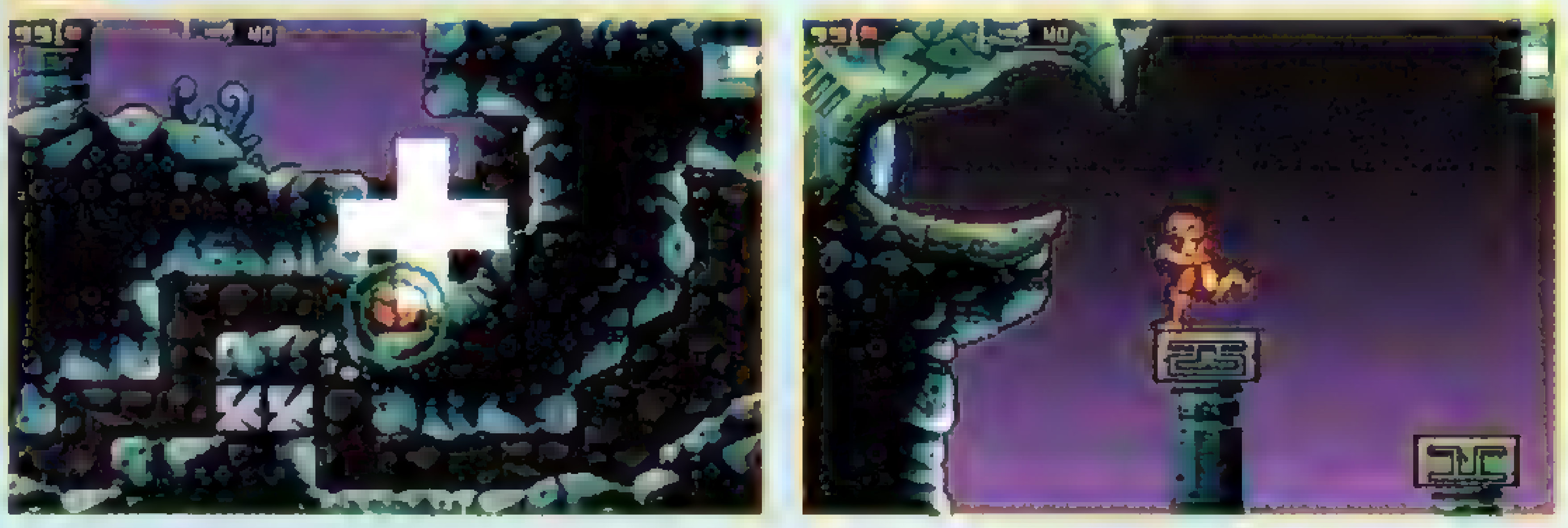


As you're rolling through the tunnel beneath the planet's surface, you can open a connection to the adjacent tunnel by bombing the wall between them. Head through the hatch at the end of the second tunnel and continue east to procure an Unknown Item from the Chozo Statue.

21 WEAPONS TESTING

The Unknown Item enables you to obliterate marked blocks such as the one above the Missile Tank at point 21. After you nab the tank, blast the top two sections of the wall to your left so you can get back on shore.

22 THE PLANET'S SURFACE

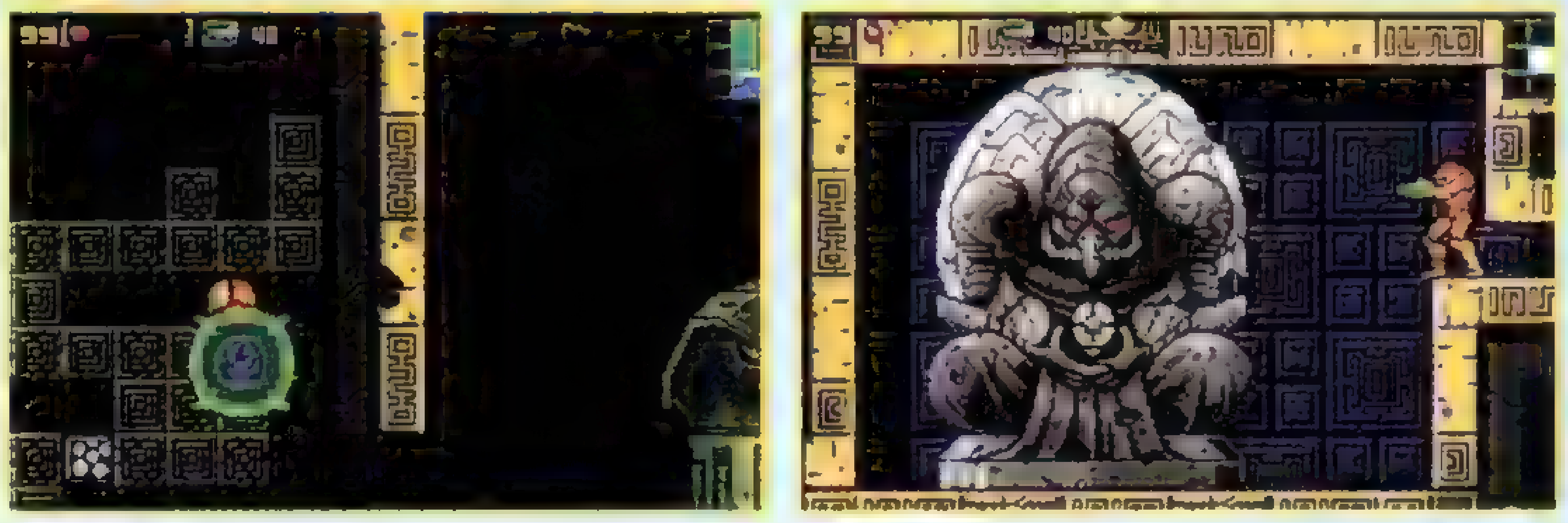


Head back through the tunnel from whence you came. With your newly acquired upgrade, you can destroy the marked block at the top of the tunnel to create an opening to the planet's surface. Jump into the opening, then use the platforms to reach the hatch in the giant statue's mouth.

23 RUINING THE RUINS

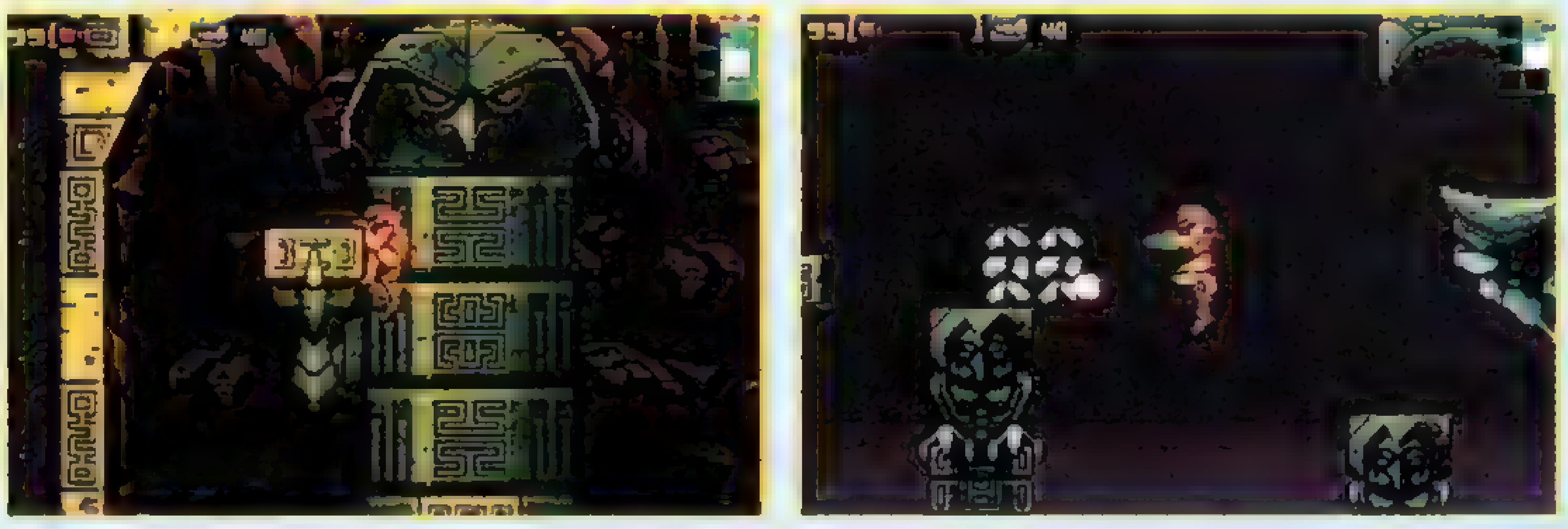
As you step onto the bridge in the Chozo Ruins, it will collapse and send you plummeting to the bottom of the room. Shoot at the wall to your left while jumping to reveal a secret passage.

24 POWER GRIP



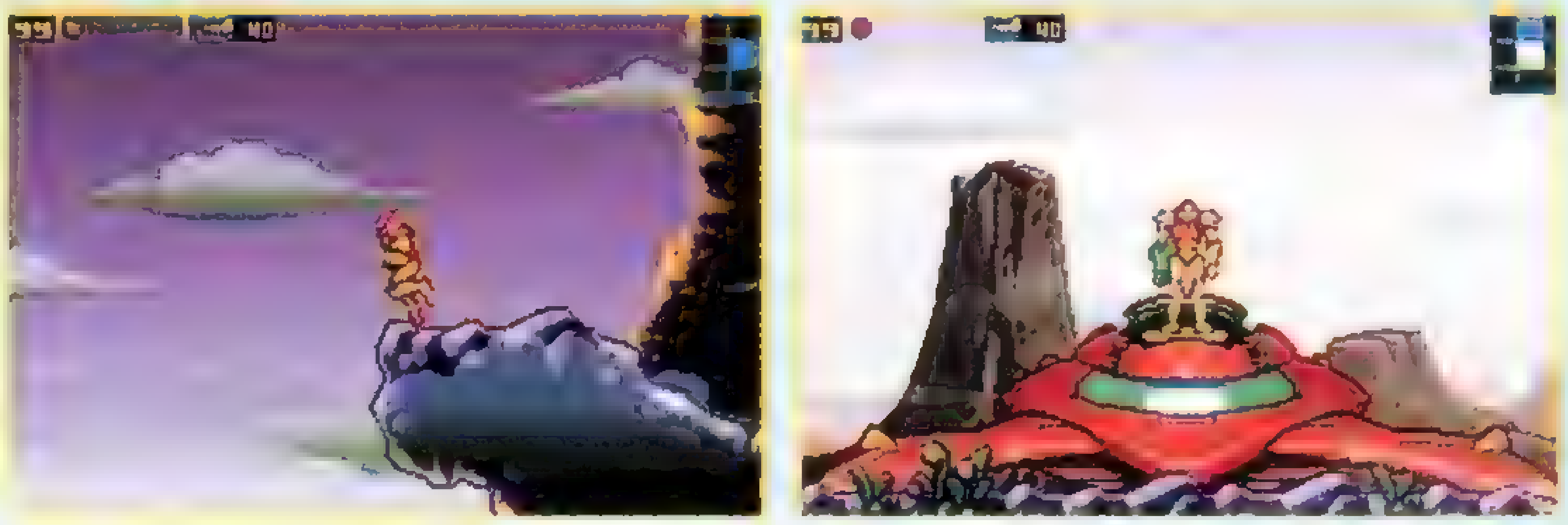
Climb into the hole in the wall and use bombs to destroy the first column of blocks temporarily. Quickly jump onto the adjacent column, then roll into a ball and use another bomb to propel yourself into the narrow passage. As you roll left, the final block will crumble beneath you—keep pressing Left on the Control Pad to enter a chamber containing the Power Grip upgrade.

25 GET A GRIP



When you leave the chamber, the large statue in the middle of the previous room will begin to rise and a series of platforms will appear. With your new Power Grip, you can grab on to the platforms and make your way back to the top of the ruins.

26 DOCK FOR SUPPLIES

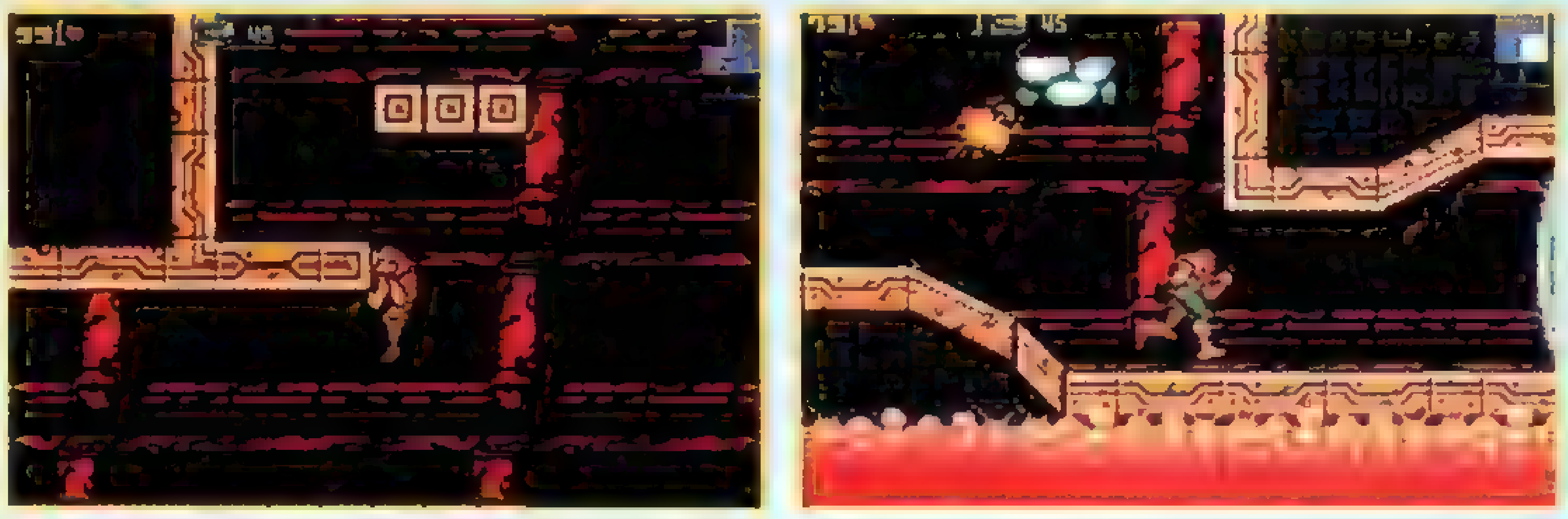


Proceed west from the top of the ruins (you'll have to blast some barriers and use your Power Grip to get through the next room). When you reach the cliff pictured in the above-left screenshot, make a leap of faith to the ground below. You'll find Samus's ship nearby, where you can save your progress and replenish your weapons and energy.

RETURN TO NORFAIR

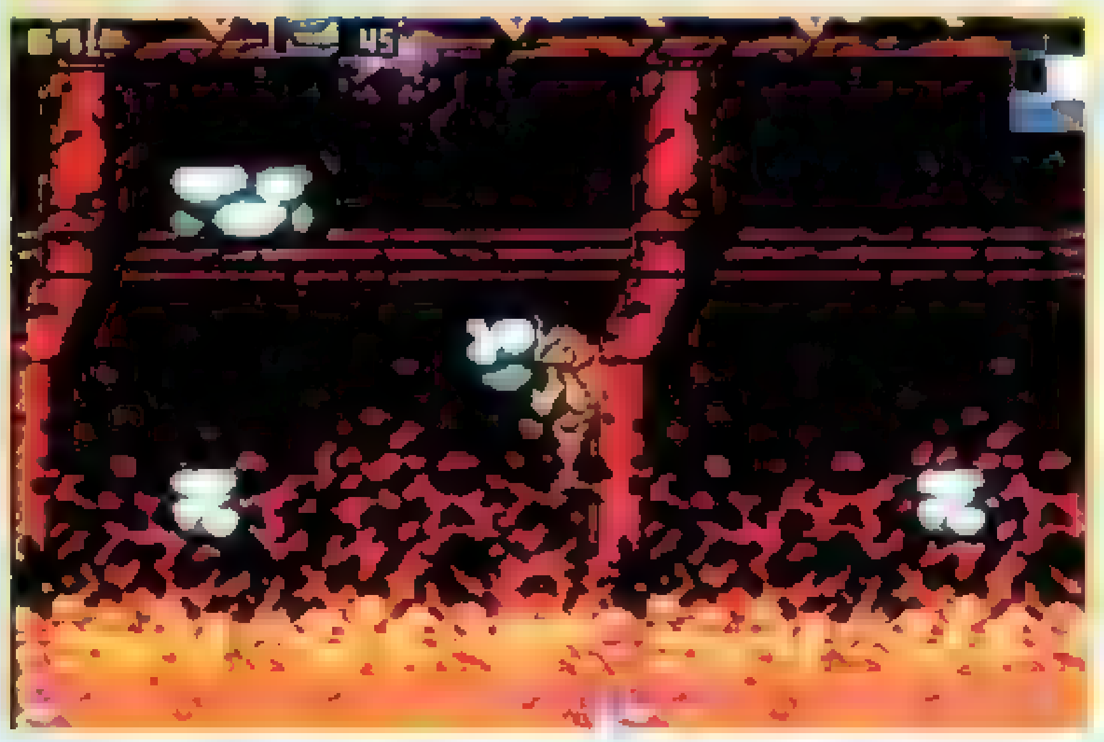
There's nothing left to do in Crateria at this point, so head through the hatch to the right of your ship and make your way back to the elevator that leads down to Norfair. With the upgrades you've obtained, you'll be better equipped to explore the region.

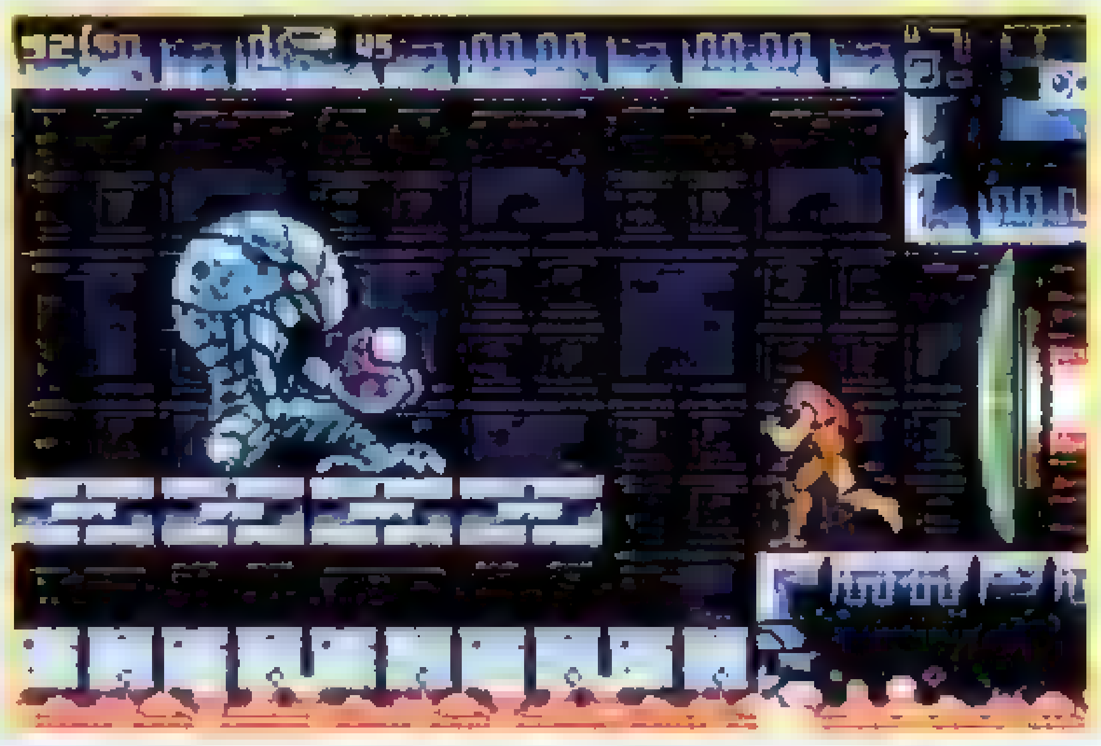
27 DELVE DEEPER



Use the Power Grip to acquire the Missile Tank in Norfair's south corridor, then climb back up to the central corridor and make your way to the area east of the lower save room. There's another Missile Tank there, but you won't be able to reach it yet—continue through the east hatch instead.

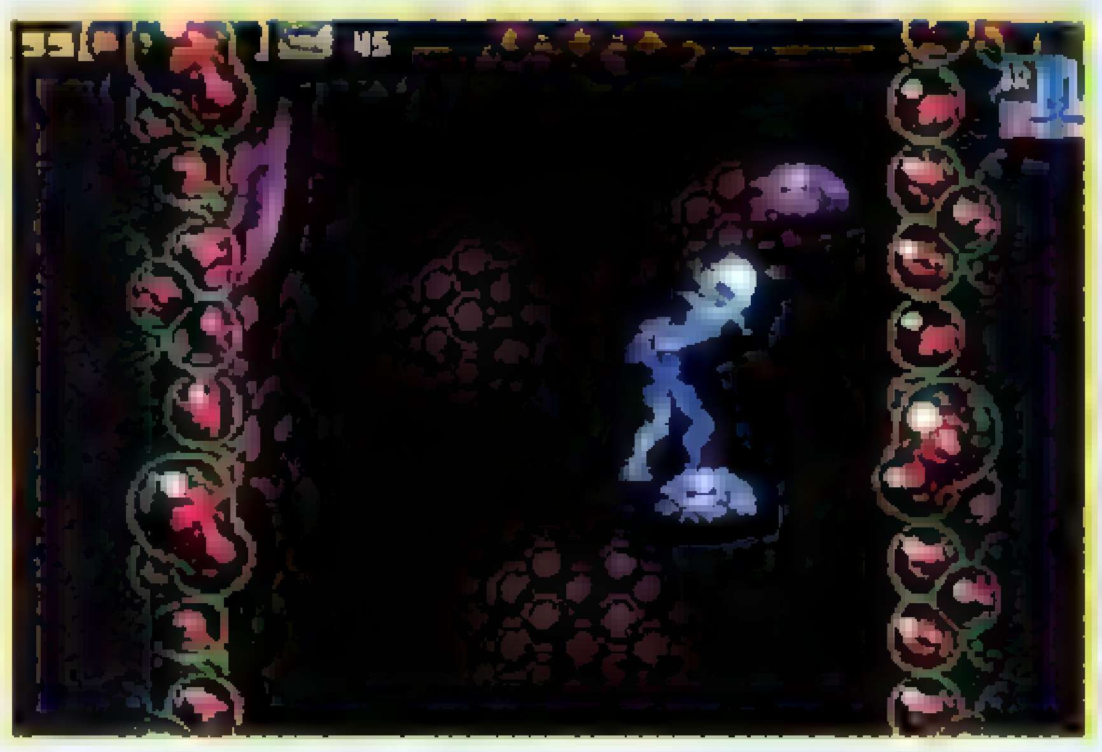
28 ICE BEAM

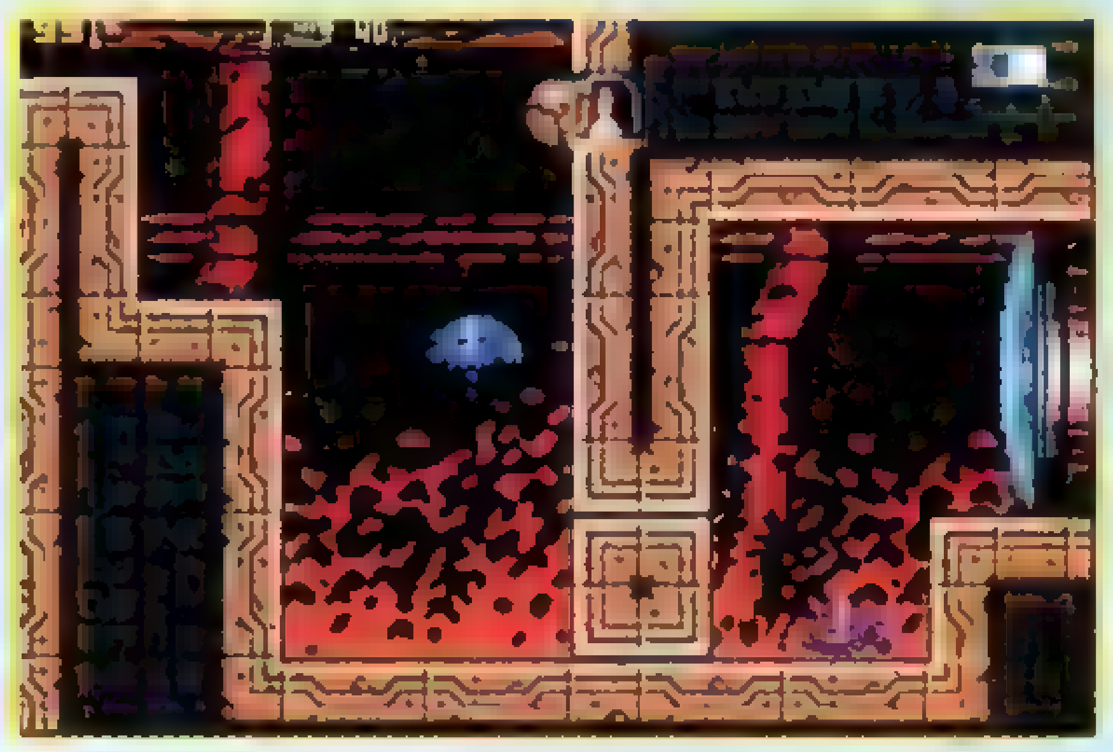




Climb the shaft at the east end of Norfair and enter the first hatch to your left. You'll put the Power Grip to good use in the following corridor as you grab on to various platforms and ledges to avoid falling in the lava. Through the west hatch, you'll find a Chozo Statue holding the Ice Beam.

FREEZE YOUR FOES

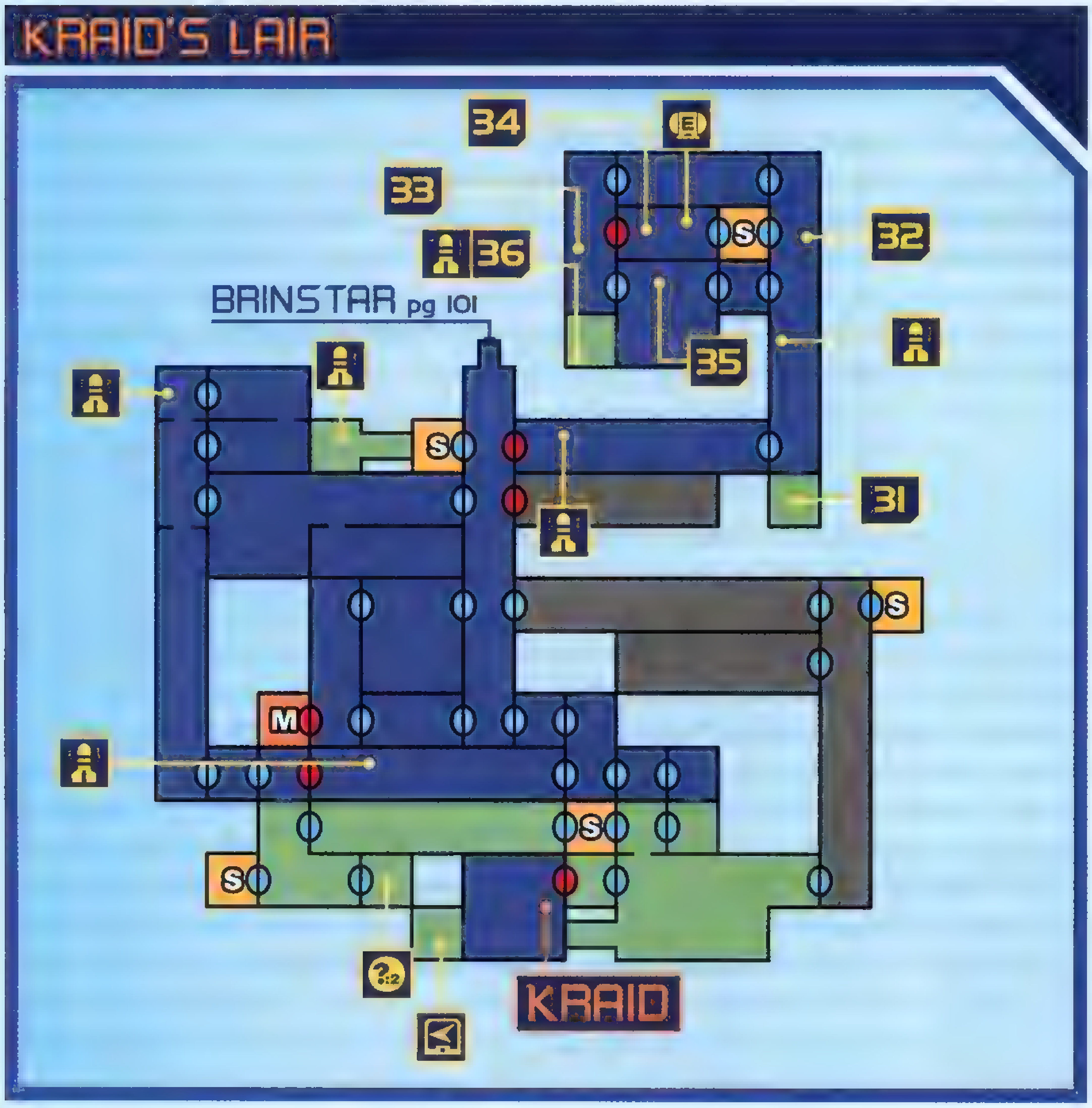




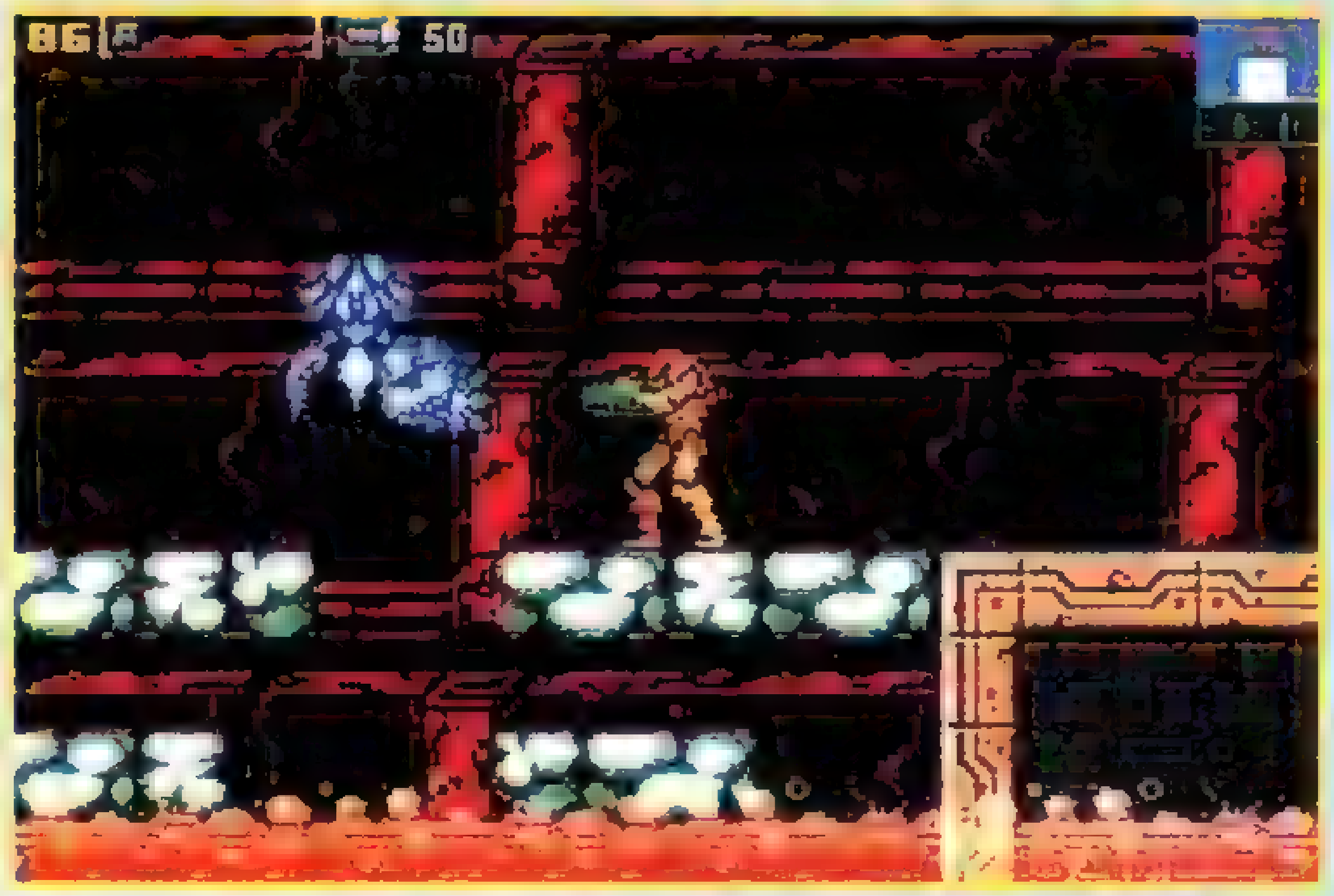
The Ice Beam allows you to freeze certain enemies, including the flying turtle-like creatures and the monsters that jump out of the lava. Use your handy new upgrade to make your way to the north corridor, where you'll find a Chozo Statue and another Missile Tank (see the above-right screenshot).

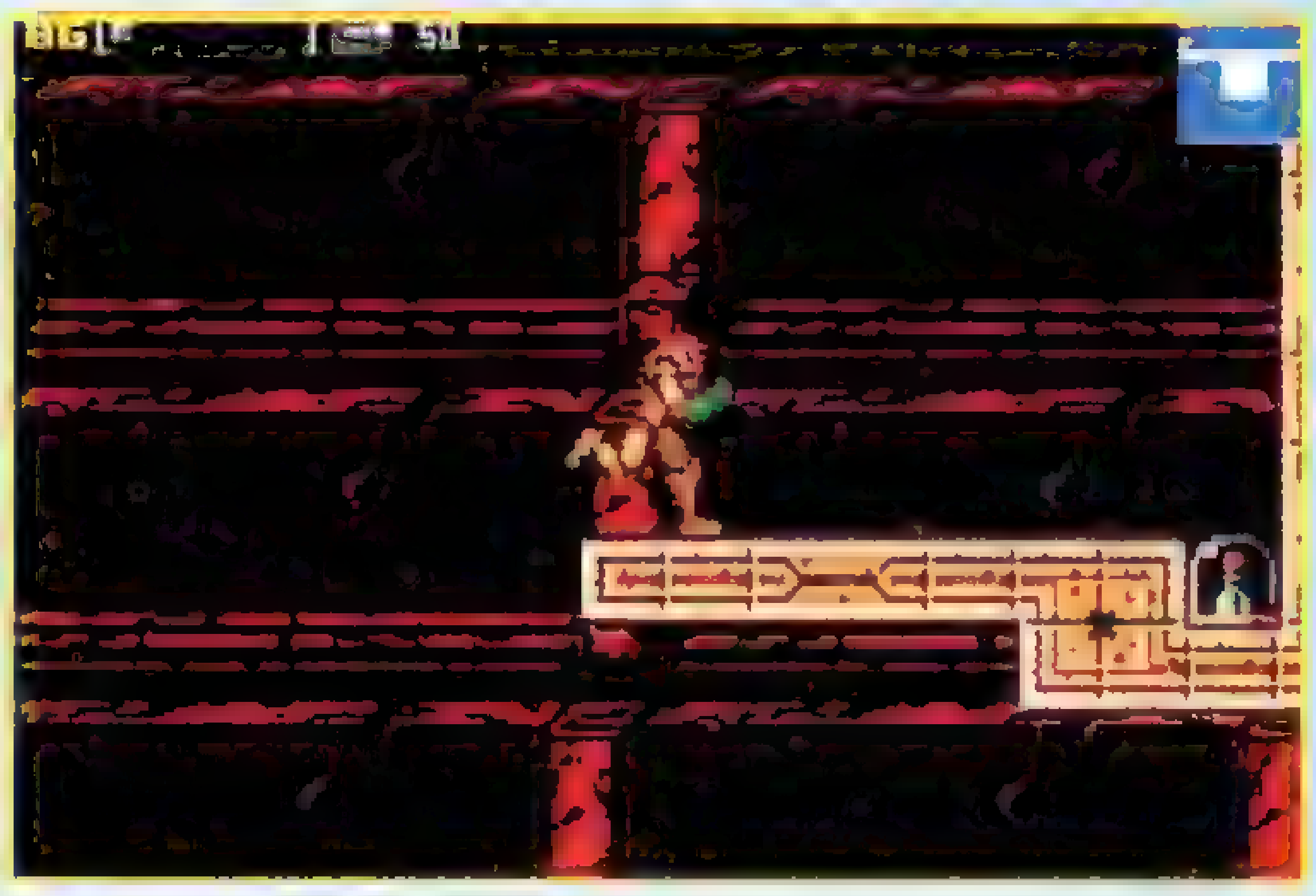
NO WAY OUT?

When you turn to leave the room where you found the Ice Beam, you'll discover that the hatch has turned green, preventing you from opening it. You'll have to roll under the Chozo Statue instead and bomb through the wall to enter the room to the left.



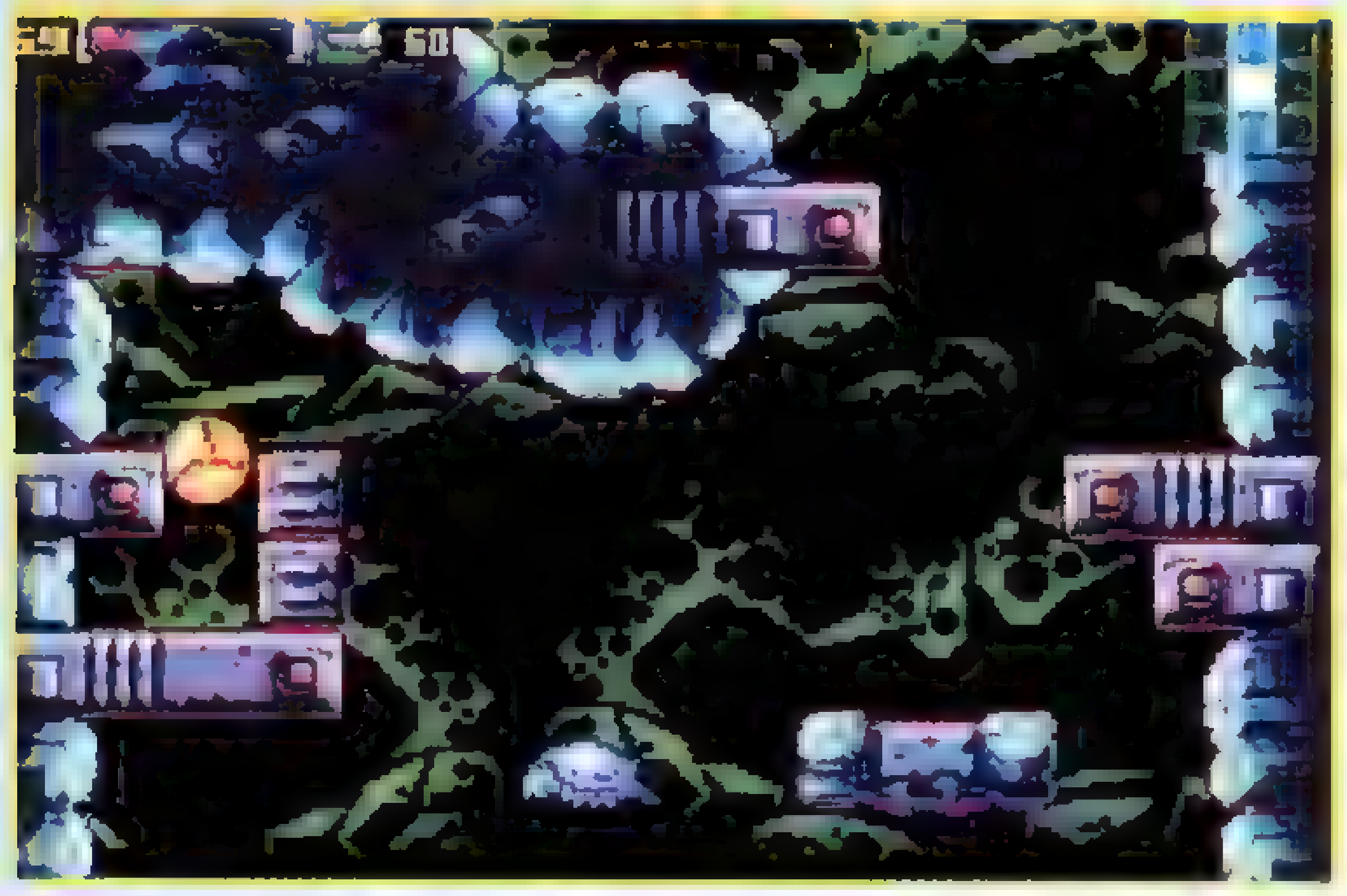
29 RETURN FOR MISSILES

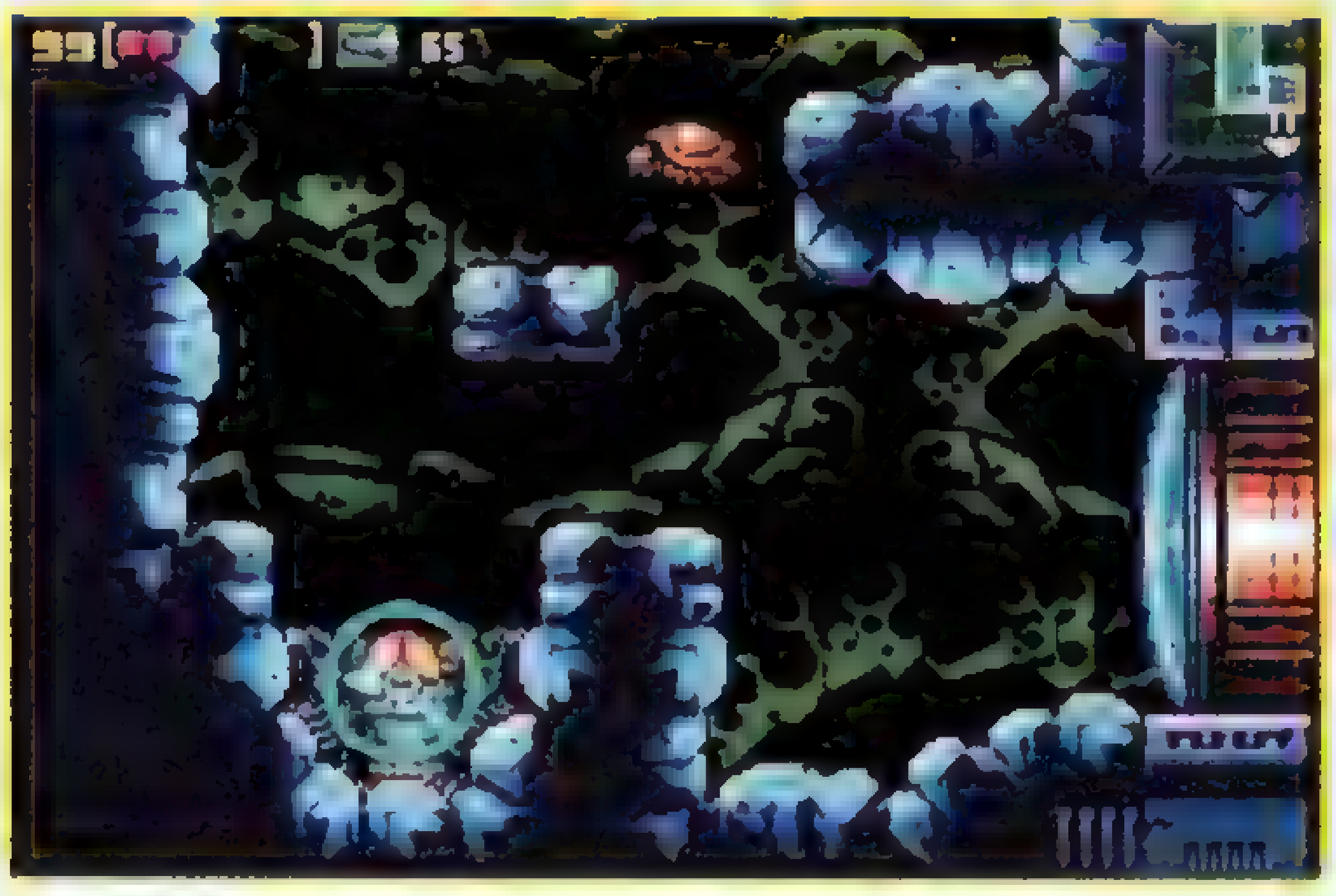




The floor crumbles in the room above the east corridor, allowing you to escape. Your next stop is Kraid's lair, but you can stop along the way to retrieve the Missile Tank at point 29. Blast the floor to free the lava monster, then freeze the creature and use it as a platform to reach the walkway overhead.

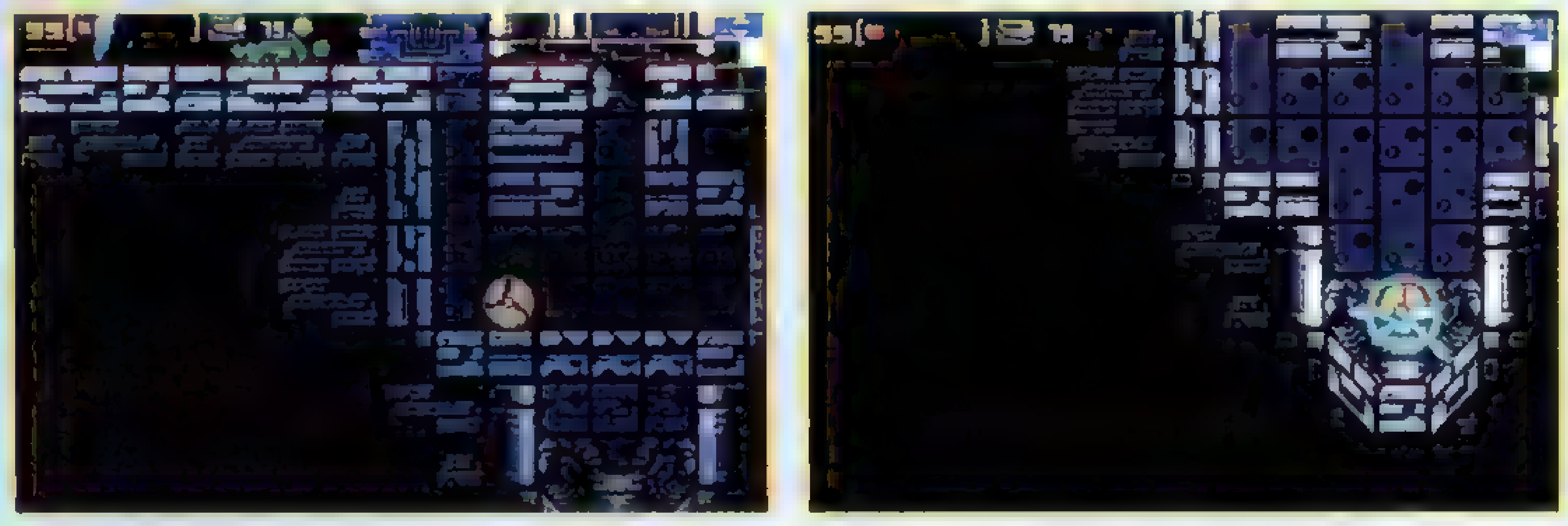
30 HIDDEN TREASURES





Upon your return to Brinstar, you can pick up five more Missile Tanks and an Energy Tank. Refer to the map, look for false walls and use your new upgrades to find the hidden goodies. Reaching the Missile Tank closest to the start point is particularly tricky. Drop to the bottom of the shaft beneath the tank, then detonate a bomb on the rock formation to the left. You'll create an invisible hole, and if you jump in, you'll reveal a Morph Ball Cannon. Plant a bomb on the cannon to launch yourself within reach of the tank. There are six more Missile Tanks and another Energy Tank in Kraid's lair.

31 BLAST OFF

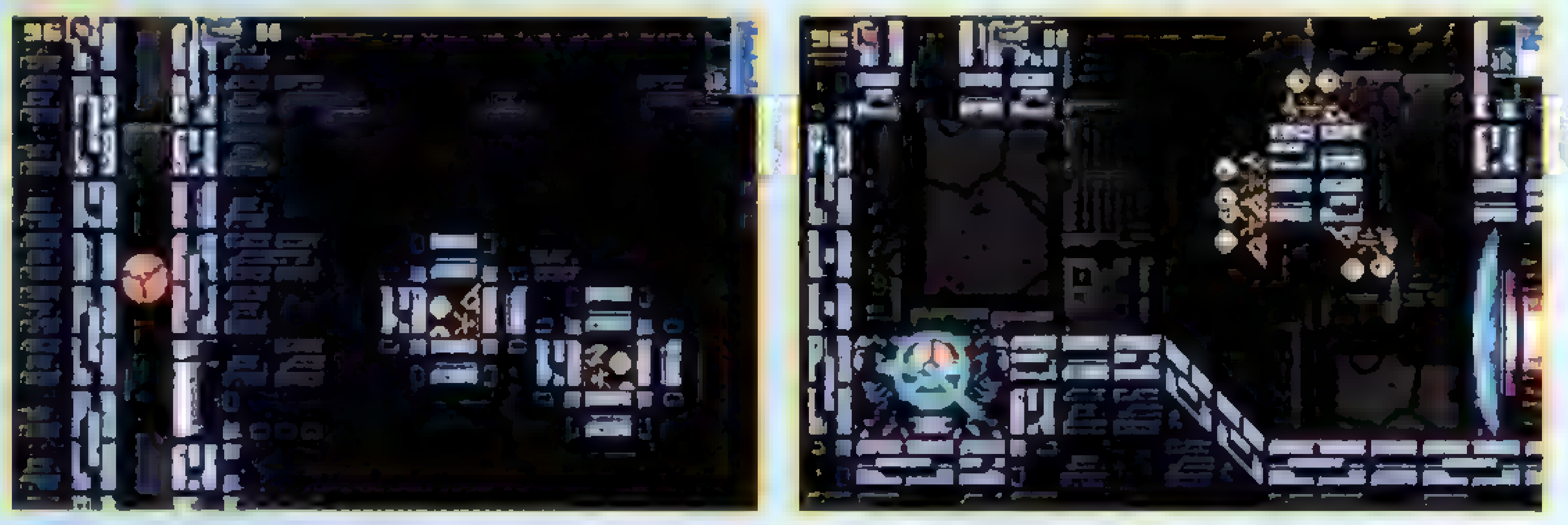


Head to the northeast shaft in Kraid's lair and detonate a bomb next to the glass tube. Set another bomb on the floor below to open a Morph Ball cannon, then use the cannon to propel yourself through the tube. At the apex of your flight, press Left on the Control Pad to land on a ledge.

32 KEEP CLIMBING

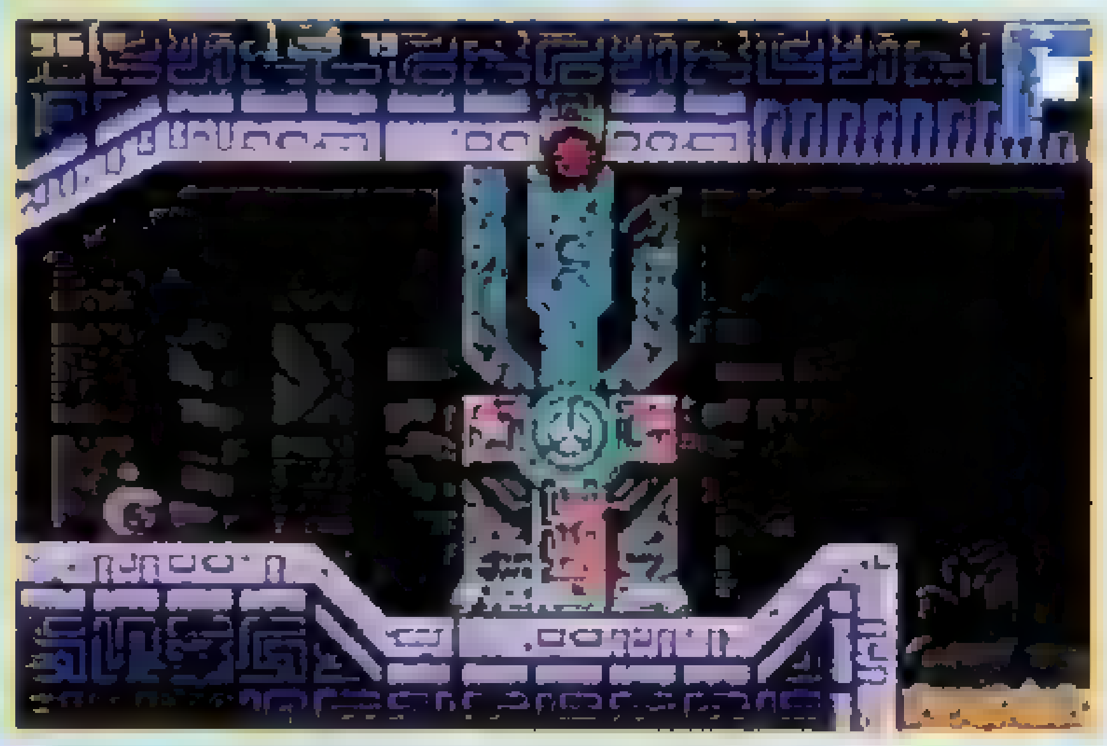
Drop from the ledge and press Left on the Control Pad to reach the Missile Tank in the tunnel below. Afterward, you'll have to drop all the way back to the bottom of the shaft and use the cannon again to get back up. From the landing point, use the handholds to climb to the hatch at the top of the shaft.

33 BEHIND THE WALL



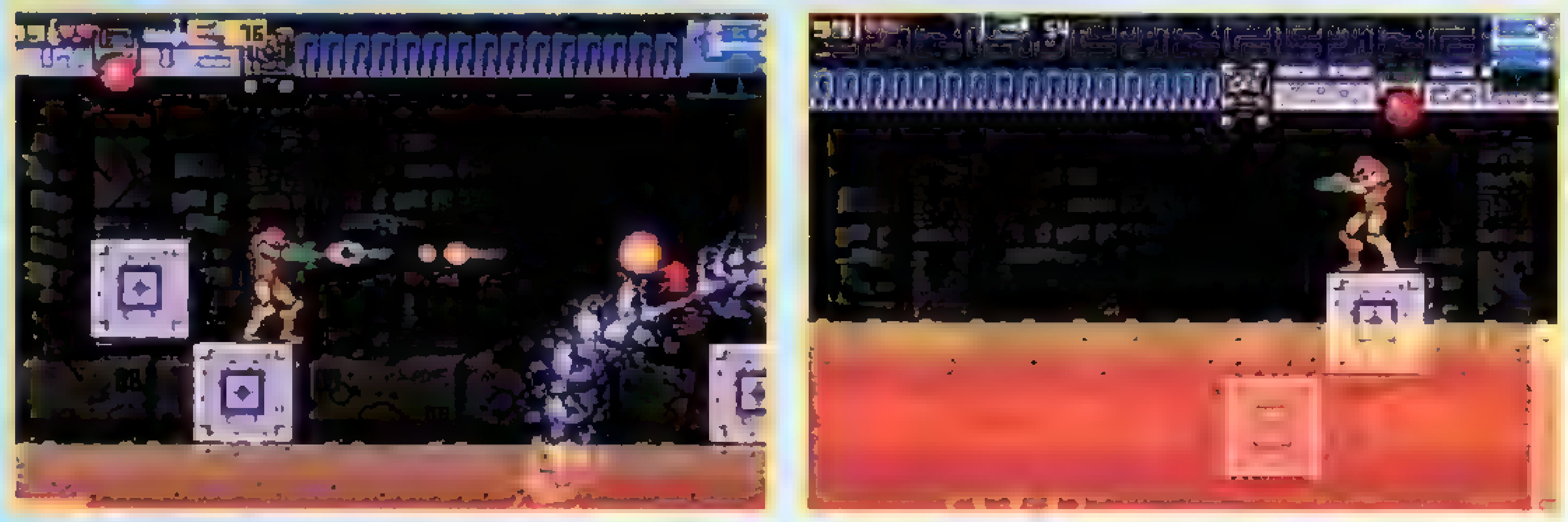
As you're falling through the shaft at point 33, you'll see a suspicious blue block in the wall to your right. Drop a bomb next to it, then launch yourself from the Morph Ball cannon and press Right on the Control Pad to squeeze through the hole and reveal a red hatch.

34 NEED A LIFT?



On the other side of the red hatch, you'll find an ancient Chozo machine. Jump onto the machine and roll into a ball to activate it, then fire at the red light overhead to summon a conveyor. The hatch that you entered through will have turned white, so grab on to the conveyor to travel to the other side of the room (you'll pick up an Energy Tank along the way).

35 ACID WORM



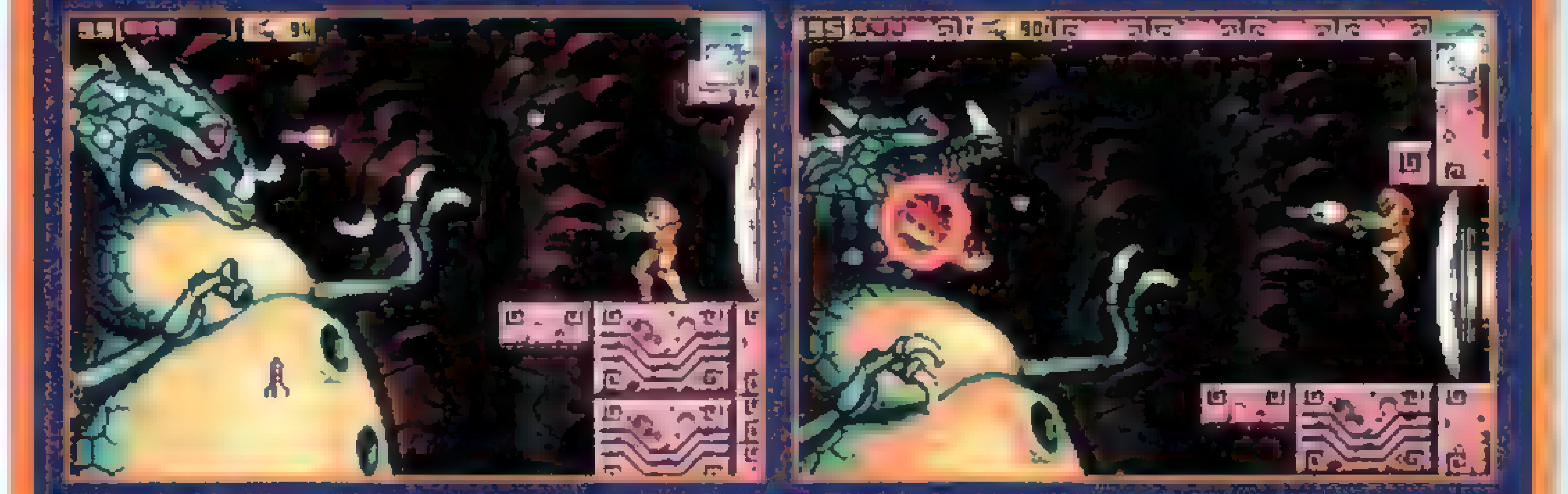
Make your way to point 35 on the map for a showdown with a large Acid Worm. Stand under the conveyor while facing away from the creature and jump when its mandibles start to twitch. The conveyor will carry you to the other side of the room, where you can pelt the monster's back with missiles. Once you've dealt quite a bit of damage, the acid level in the room will rise and fall, requiring you to seek higher ground before resuming battle.

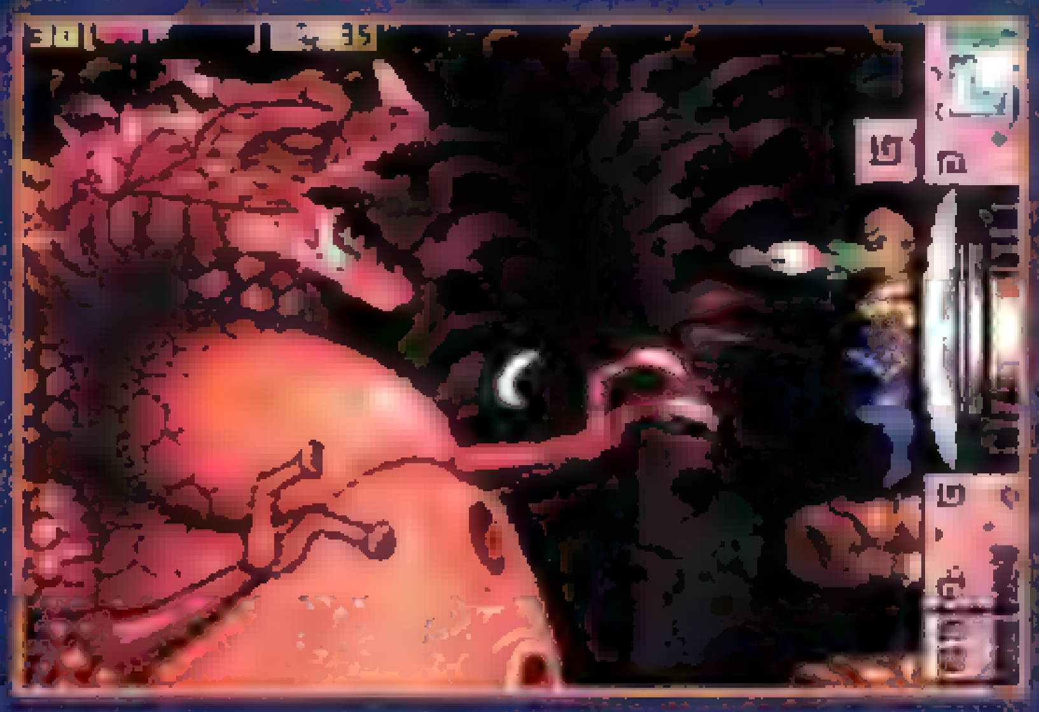
36 ARMS RACE

After you defeat the Acid Worm, use bombs to blast your way to the room's lower reaches. Jump left over the acid, then fire at the left wall to open a secret room that contains a Missile Tank. You can pick up three more tanks on your way to Kraid (refer to the map and use your bombs).

KRAID NP

Fire a missile at Kraid's forehead to make the huge beast open his mouth, then fire another missile down his gullet. As you repeat the process, destroy the claws that he flings at you to create supplies and avoid taking damage.





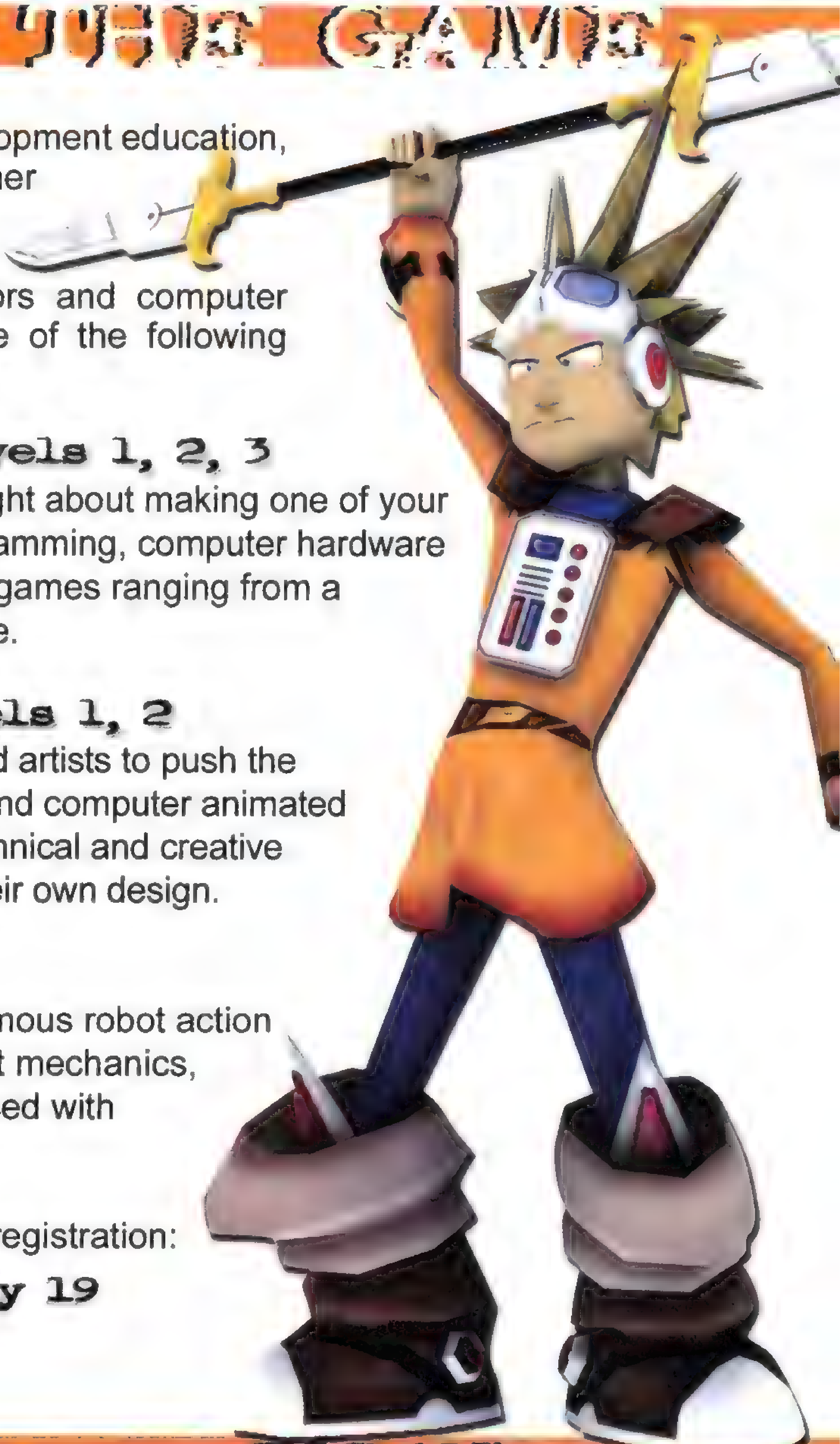
As you put the hurt on Kraid, the platforms in front of him will begin to disappear. Jump on the claws that he fires from his belly to climb back to the top of the cavern and renew your assault. The monster will turn increasingly red as he gets closer to defeat.

The Mother Brain Awaits

Metroid: Zero Mission is the perfect entry point for anyone new to the series, but the game's expanded take on Samus Aran's origins should especially delight longtime fans. Though Kraid has fallen, our heroine's maiden journey is far from over. We'll lead you closer to her fateful confrontation with the Mother Brain next month. 🍄

DigiPen Institute of Technology
Summer Workshops

...JOIN THE GAME



DigiPen Institute of Technology, the leader in video game development education, is celebrating its tenth year offering its popular two-week summer workshop programs.

Join other young aspiring game programmers, 3D animators and computer engineers for an intensive and hands-on experience in one of the following workshops:

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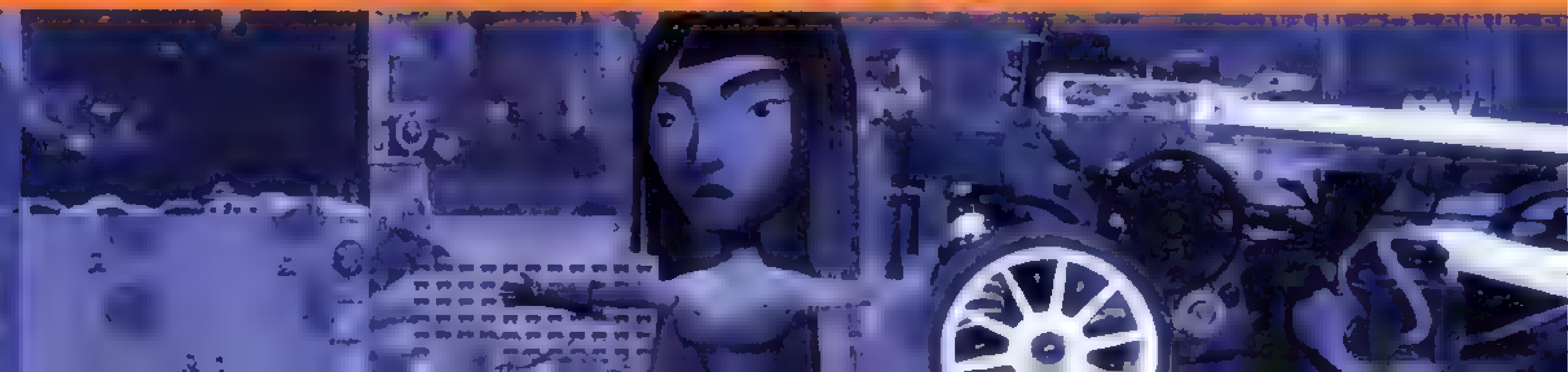
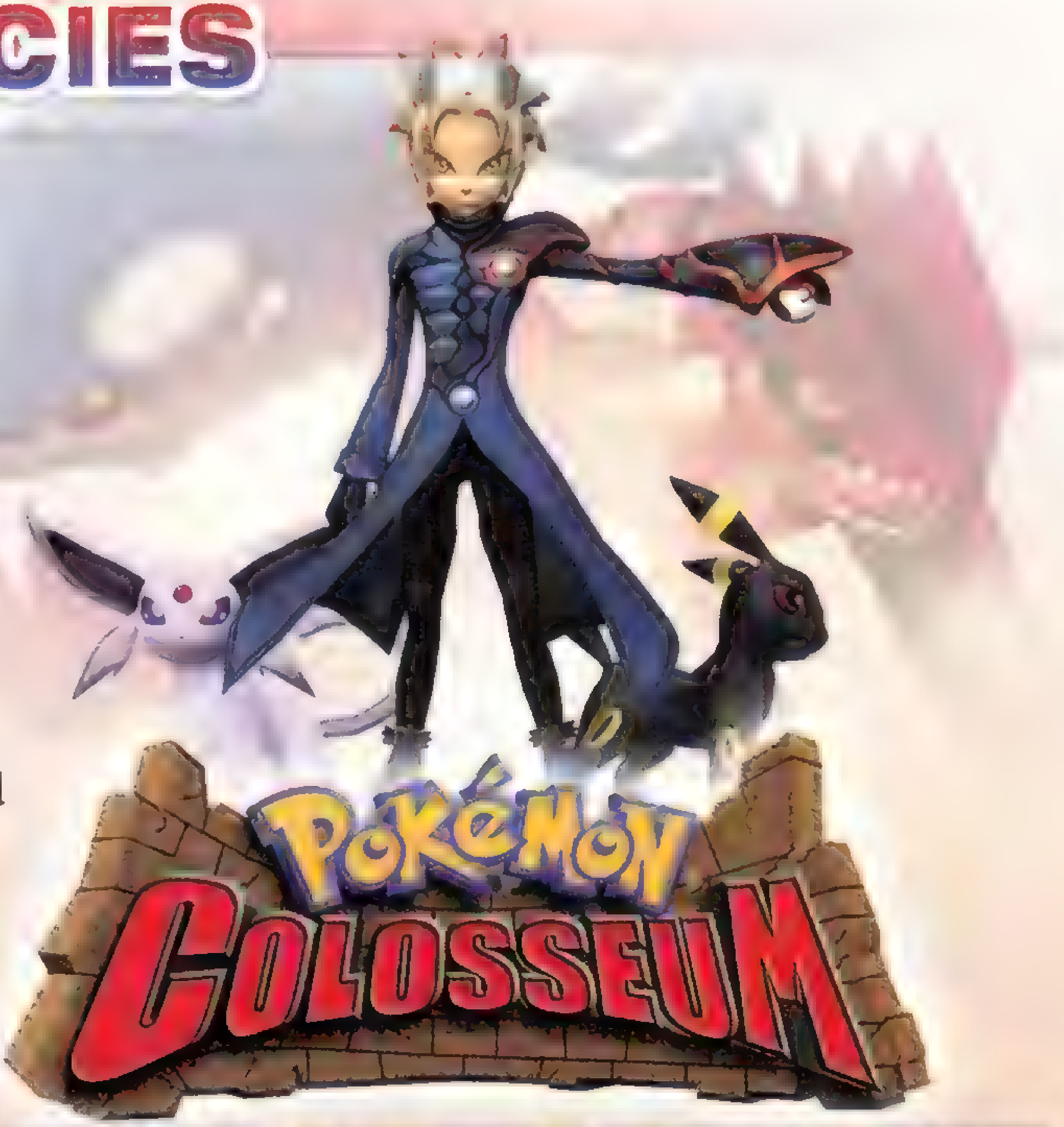


Pokécenter

If your Trainer's intuition is serving you well, you might sense momentous change in the wind. It's coming from a major rift in the world of Pokémon.

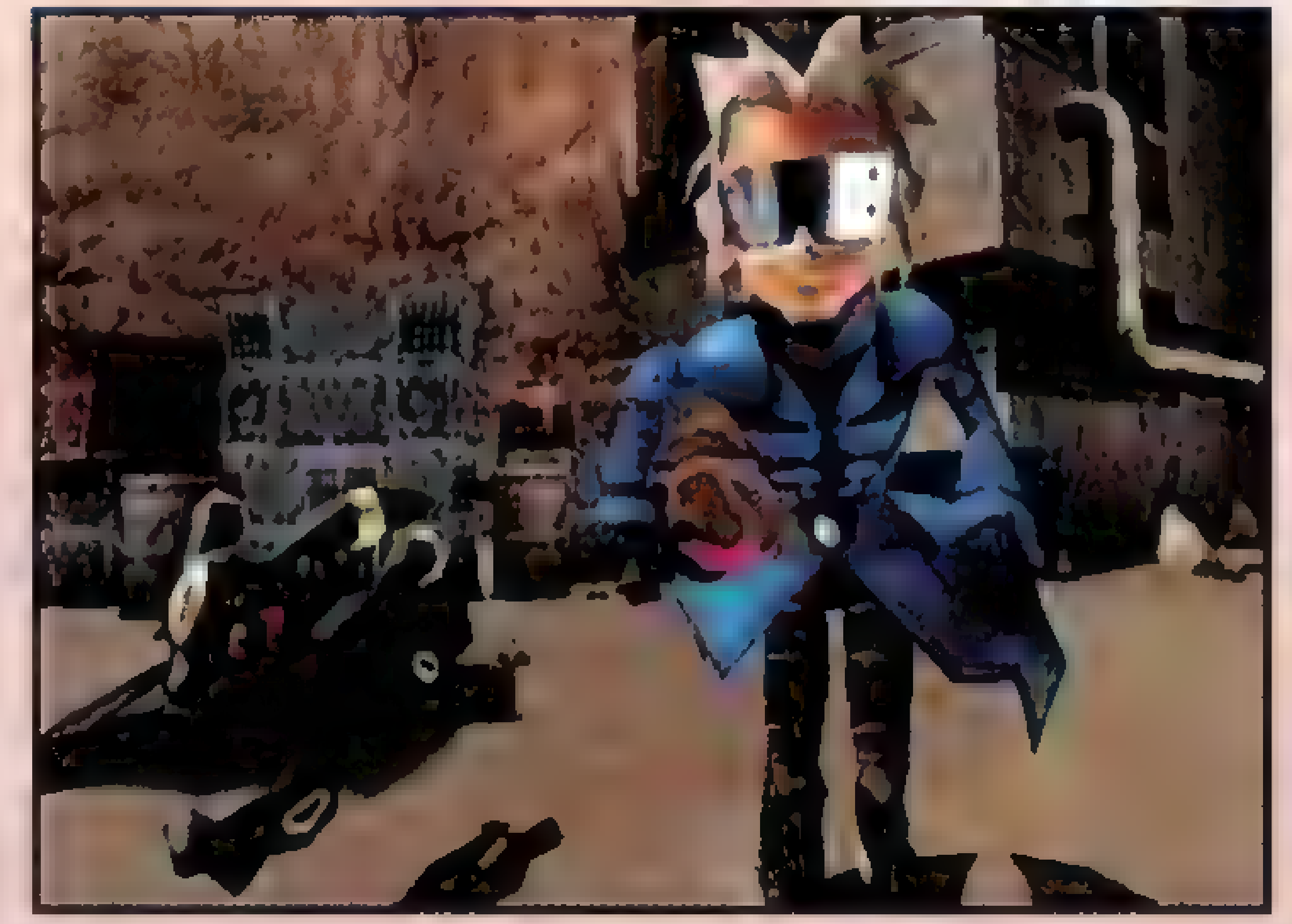
ENDANGERED SPECIES

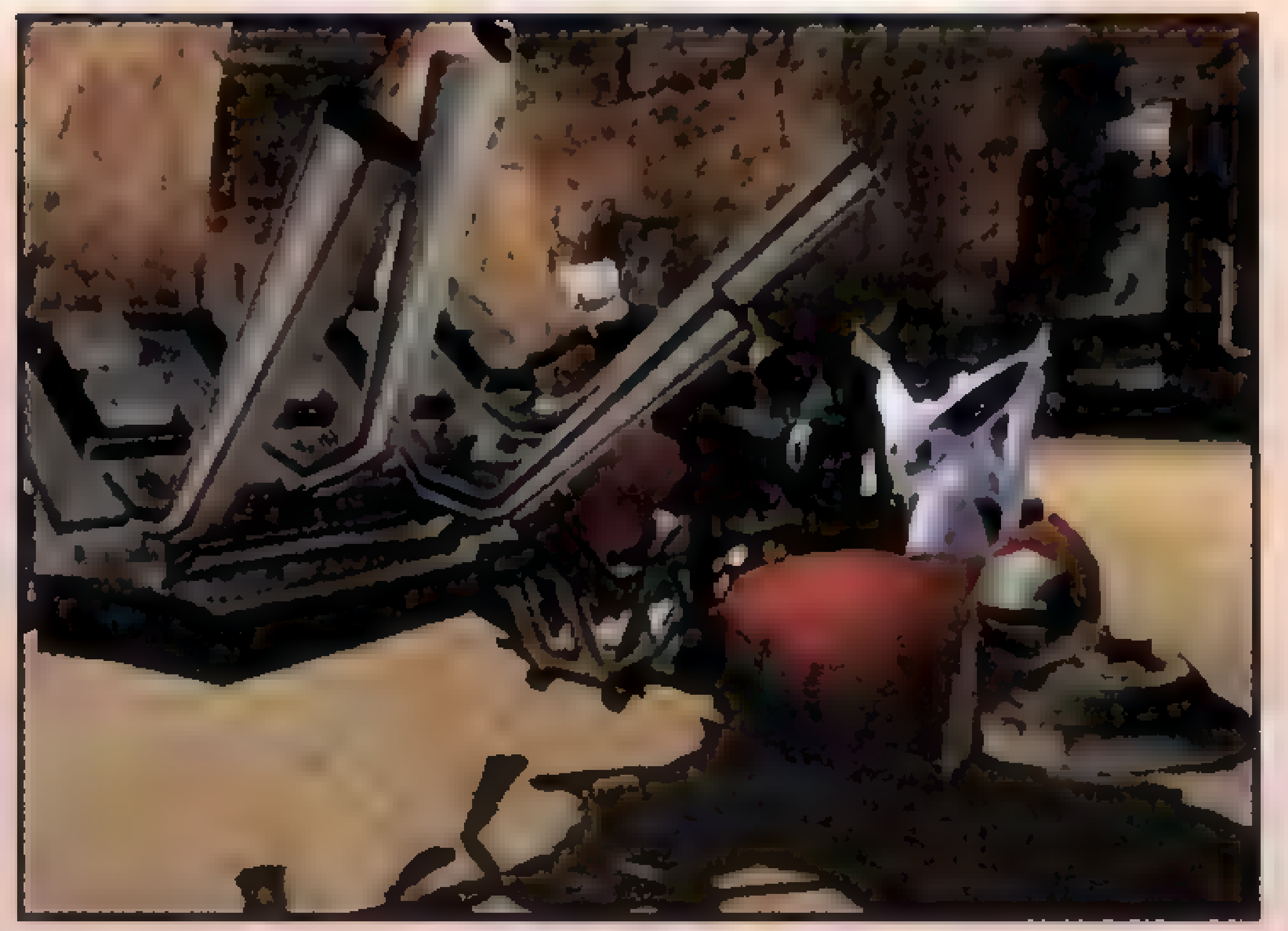


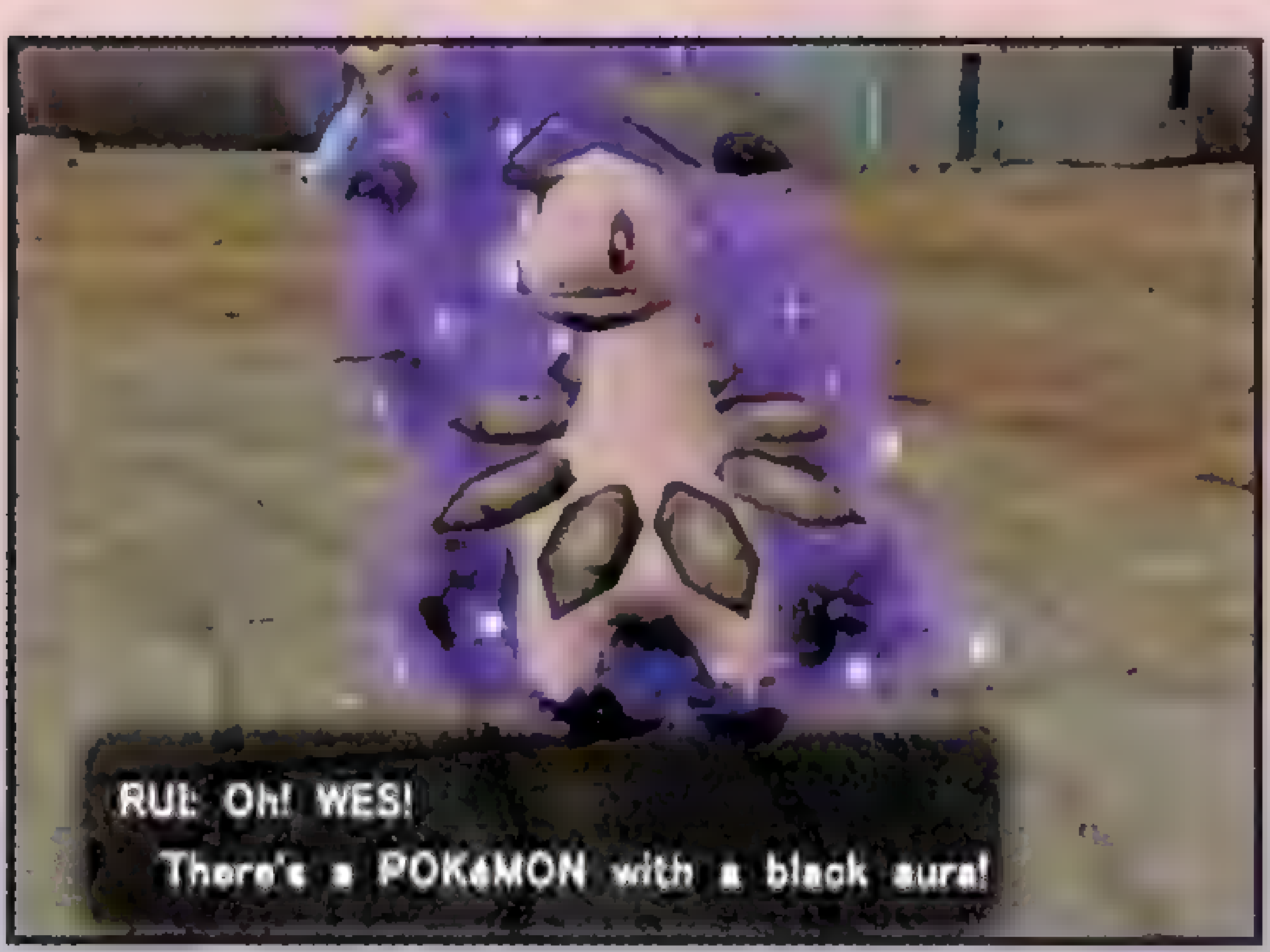
Pokémon Colosseum's Story mode is shaping up to be a seismic event in Pokémon history. The long RPG shakes up Pokémon like never before, dividing Pokémon Trainers into two camps. There are those who respect the classic way to train: catching Pokémon in the wild, helping them meet their potential through battle and treating them like friends. There's also the new breed of Trainer—the leagues of bad guys from Story mode who steal Pokémon, seal their hearts and turn them into soulless battle machines. And then there's the hero of Story mode, a renegade called Wes, who can Snag Pokémon from Trainers, too. But sometimes the ends *do* justify the means—how else are you going to be reunited with your old friends from Pokémon Gold and Pokémon Silver?

Mining Orre for Gold and Silver

We won't spoil Story mode's plot, but we will say that the hero starts by blasting out of a criminal syndicate's hideout after he "liberates" an essential piece of gear: the Snag Machine. After Wes speeds off across the new Orre region with his Espeon and Umbreon on his cycle, he soon bumps into bad Trainers who've transformed stolen Pokémon into Shadow Pokémon—and he's got to Snag them back to the side of good.

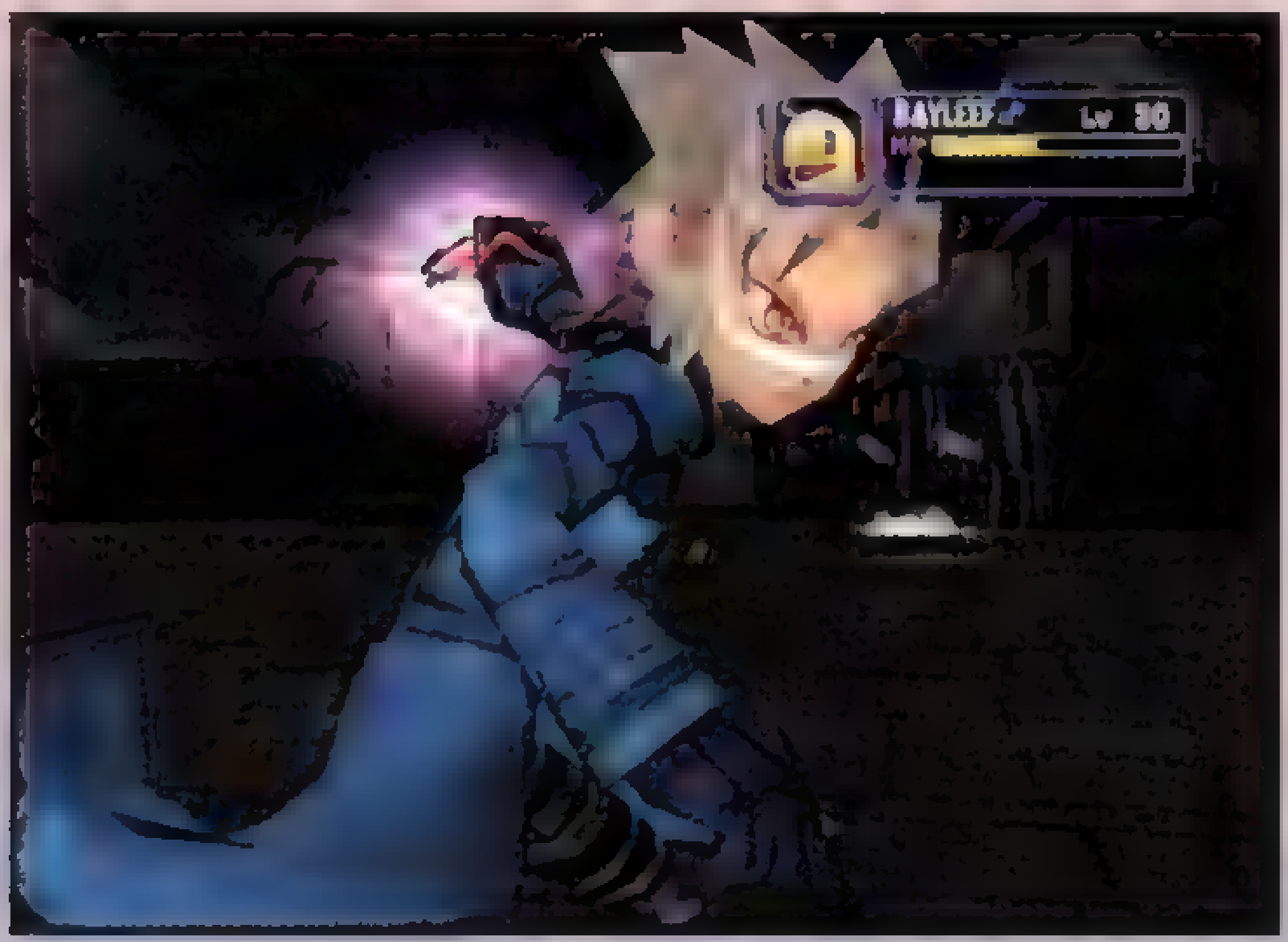






RUI: Oh! WES!
There's a POKéMON with a black aura!

You'll recognize some Shadow Pokémon from your adventures in the latest GBA adventure in Hoenn, but most are those that you last saw in Pokémon Gold and Pokémon Silver, such as Bayleef!



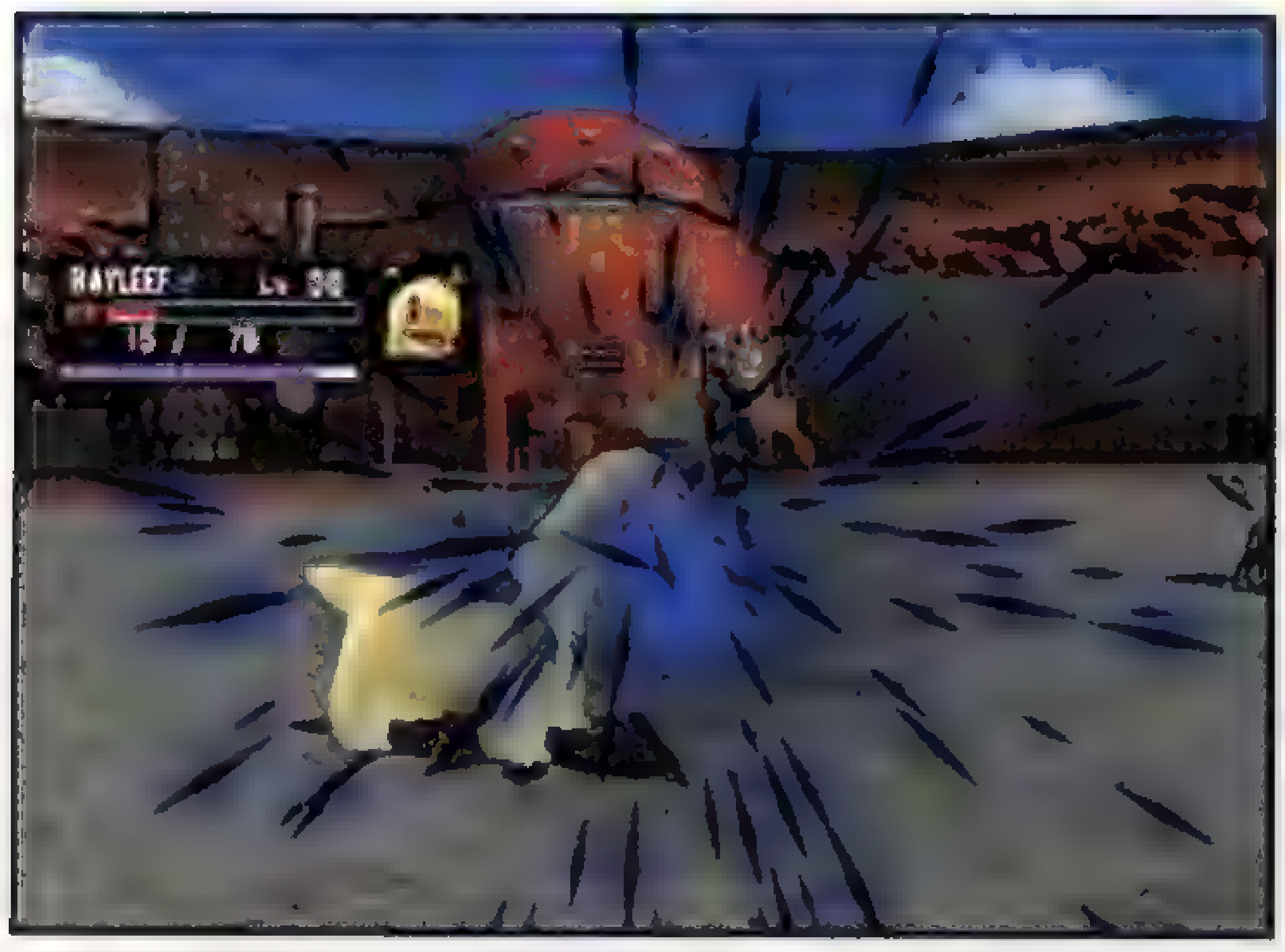
Not every Pokémon you face in battle has been transformed into a Shadow Pokémon. When you encounter one—identified by its aura—you can reel back and lob a Snag Ball at the Pokémon.

BAYLEEF
Lv 30

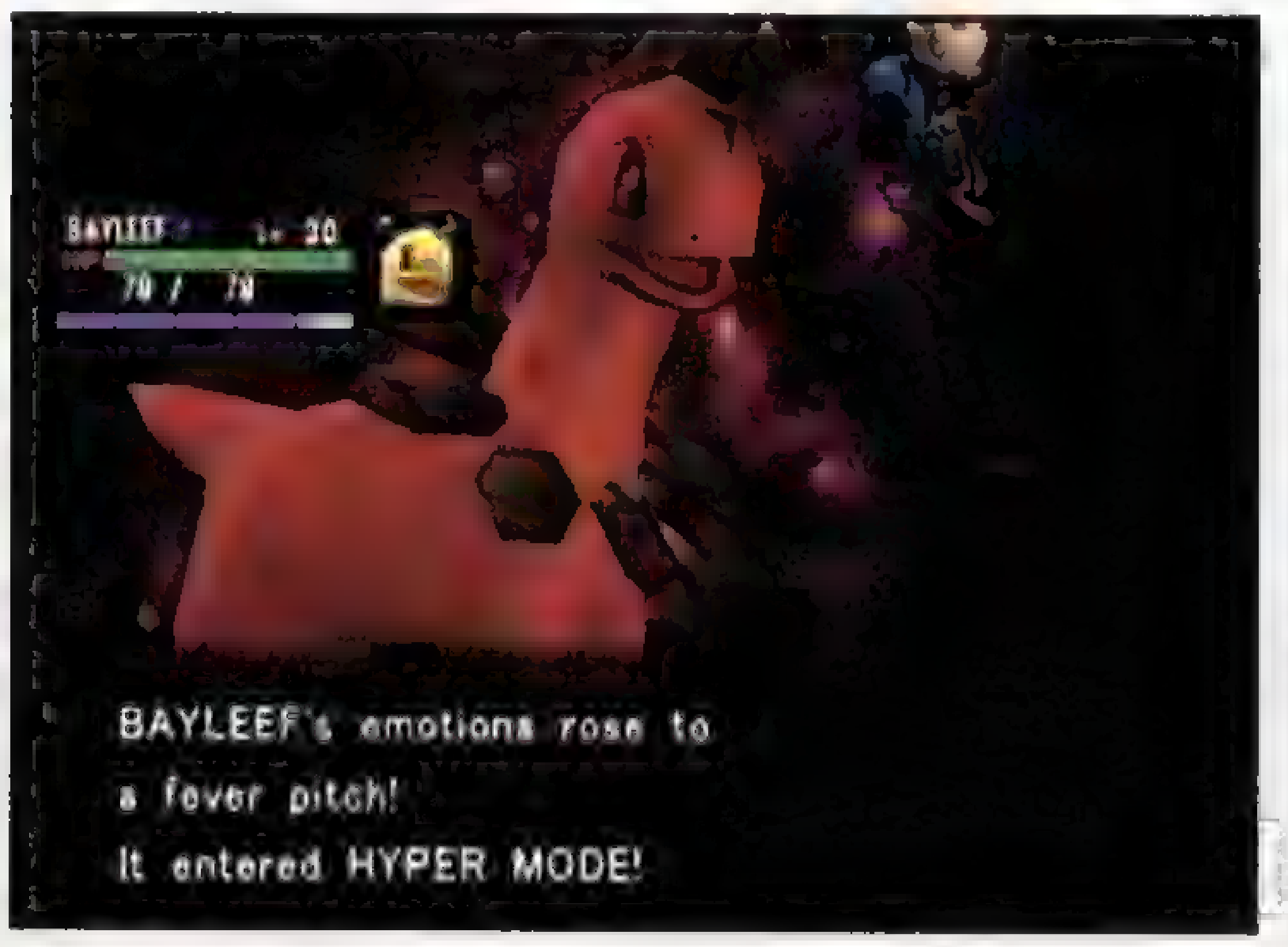
You'll need to weaken a Shadow Pokémon before you'll be able to Snag it. Though Bayleef—one of the first Shadow Pokémon you'll meet—comes fairly easily, some resist with all their might.

Stepping Out of the Shadows

A Shadow Pokémon won't revert to its former self upon your Snagging it. Over many battles, as you try to use it as a proper Trainer should, it will remember its former life. Check its meter to see the extent to which it remains a Shadow Pokémon. Unfortunately, you'll have to use its battle-machine muscle in battle, at least at first. Once again, sometimes the ends justify the means.

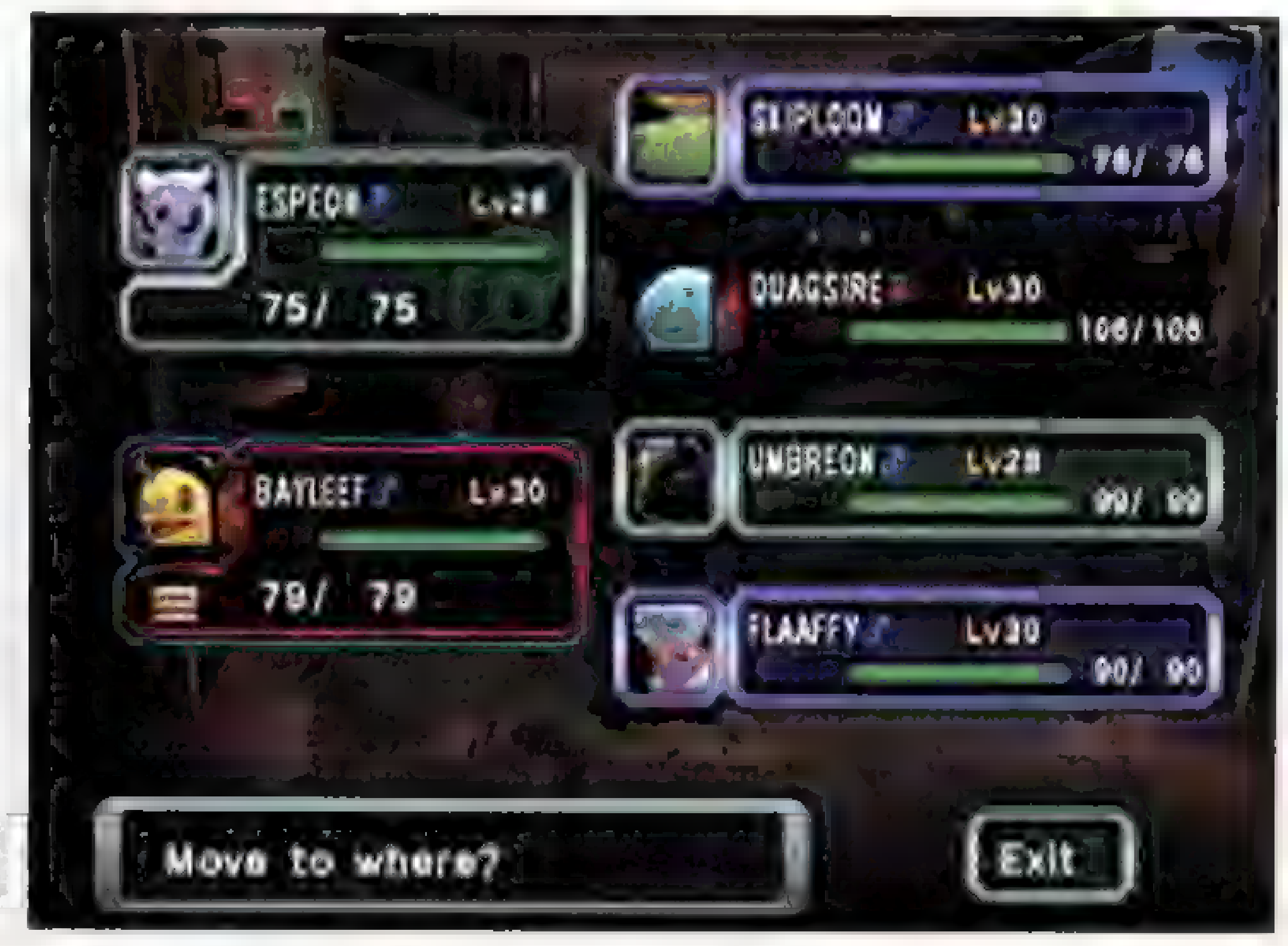


A newly Snagged member of your team will have only one move: Shadow Rush. The battering attack will hit any Pokémon, regardless of its type.



BAYLEEF's emotions rose to a fever pitch!
It entered HYPER MODE!

Shadow Rush scores big damage. It also causes a backlash. Your Shadow Pokémon will frequently become enraged and go into Hyper mode.

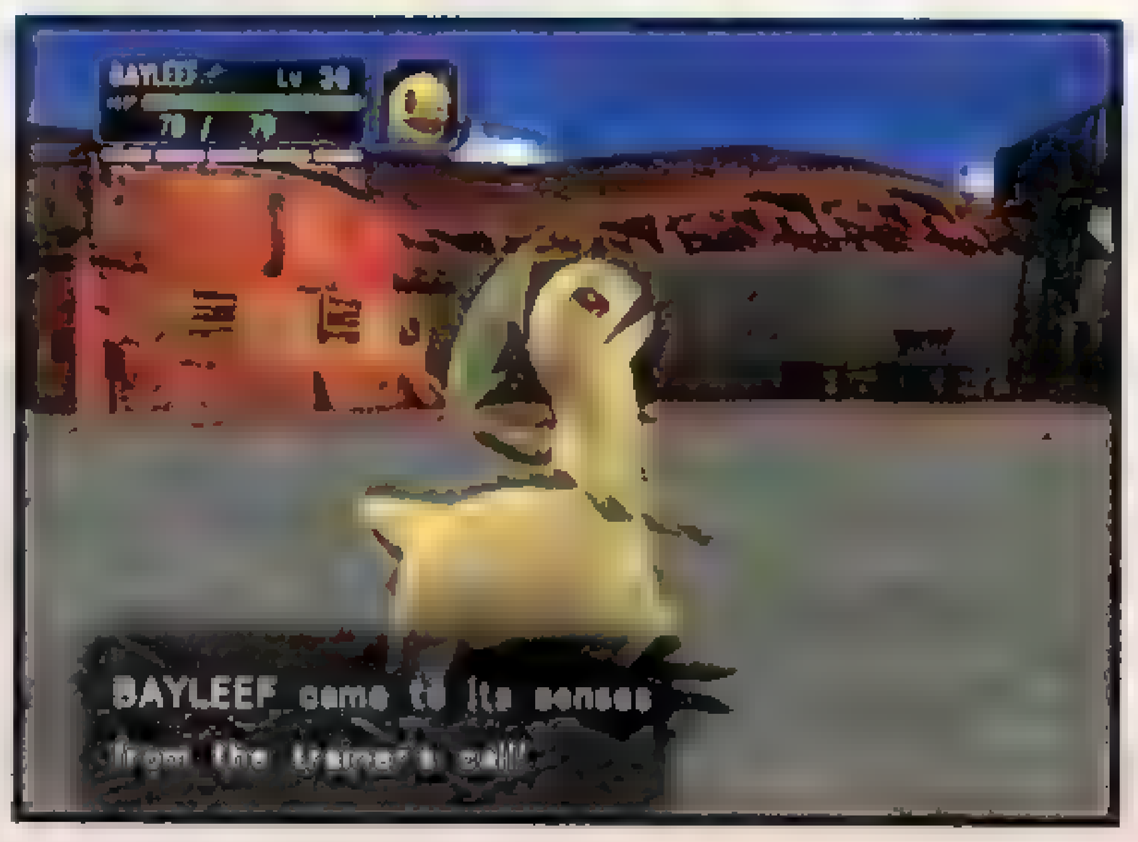


Move to where?

A Pokémon in Hyper mode will disobey and possibly attack opposing Trainers directly, so you'll need to cycle through your Shadow Pokémon in battle.

Quantum Leaps into the Light

You won't have to use your Pokémon as a battle machine for long. The further that you whittle down the five bars of its corruption meter, the more your Shadow Pokémon will remember its old moves. You'll also employ several techniques to bring light back into your Shadow Pokémon's life.

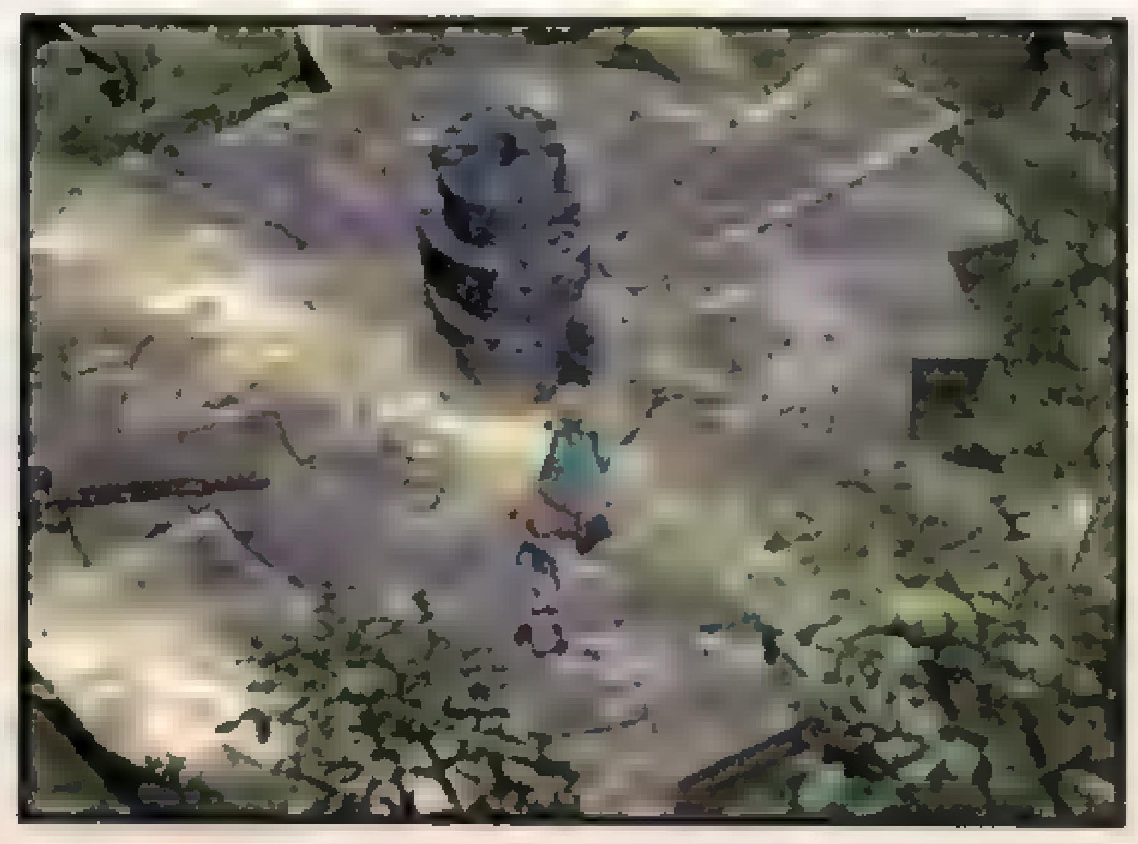


BAYLEEF came to its senses from the trainer's call!

When your Pokémon goes into Hyper mode, you can call its name in battle to bring it back to its senses.

BAYLEEF
Lv 30

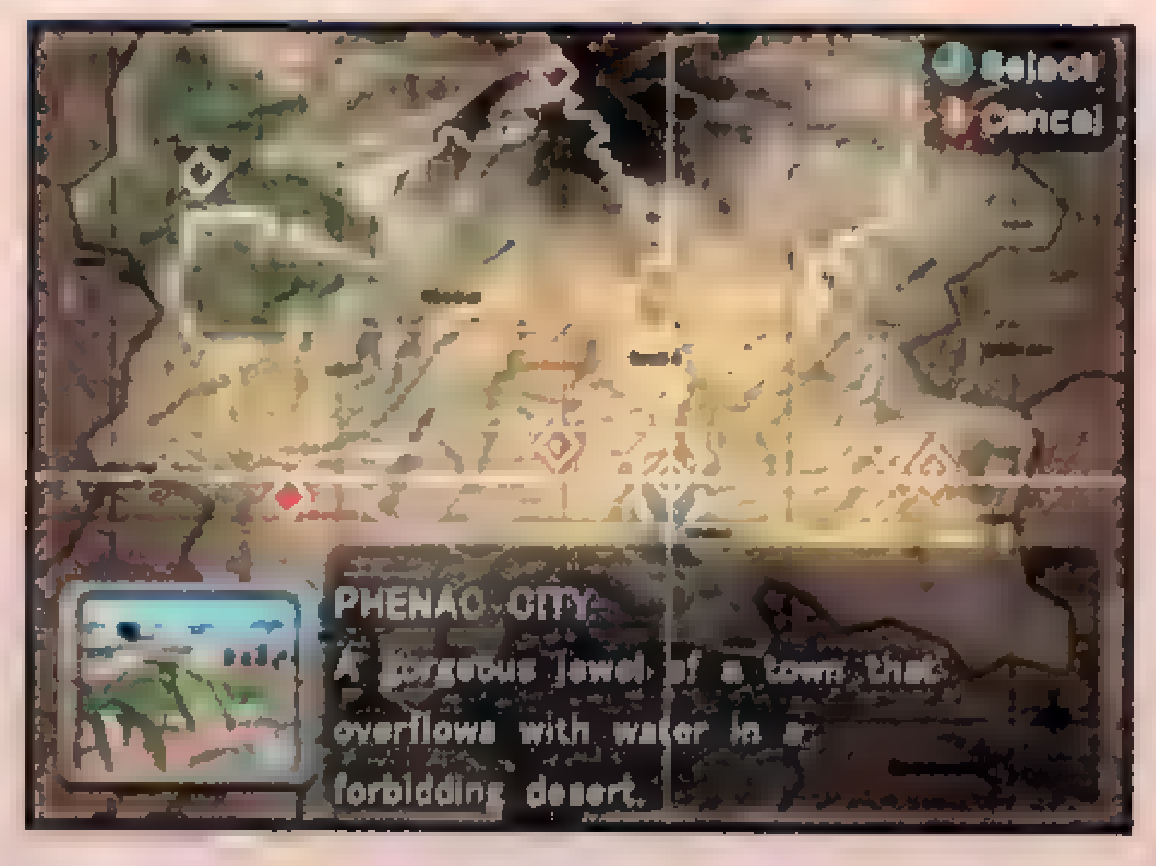
As you erode its meter, a Shadow Pokémon will remember more of its old moves and gladly use them for you.



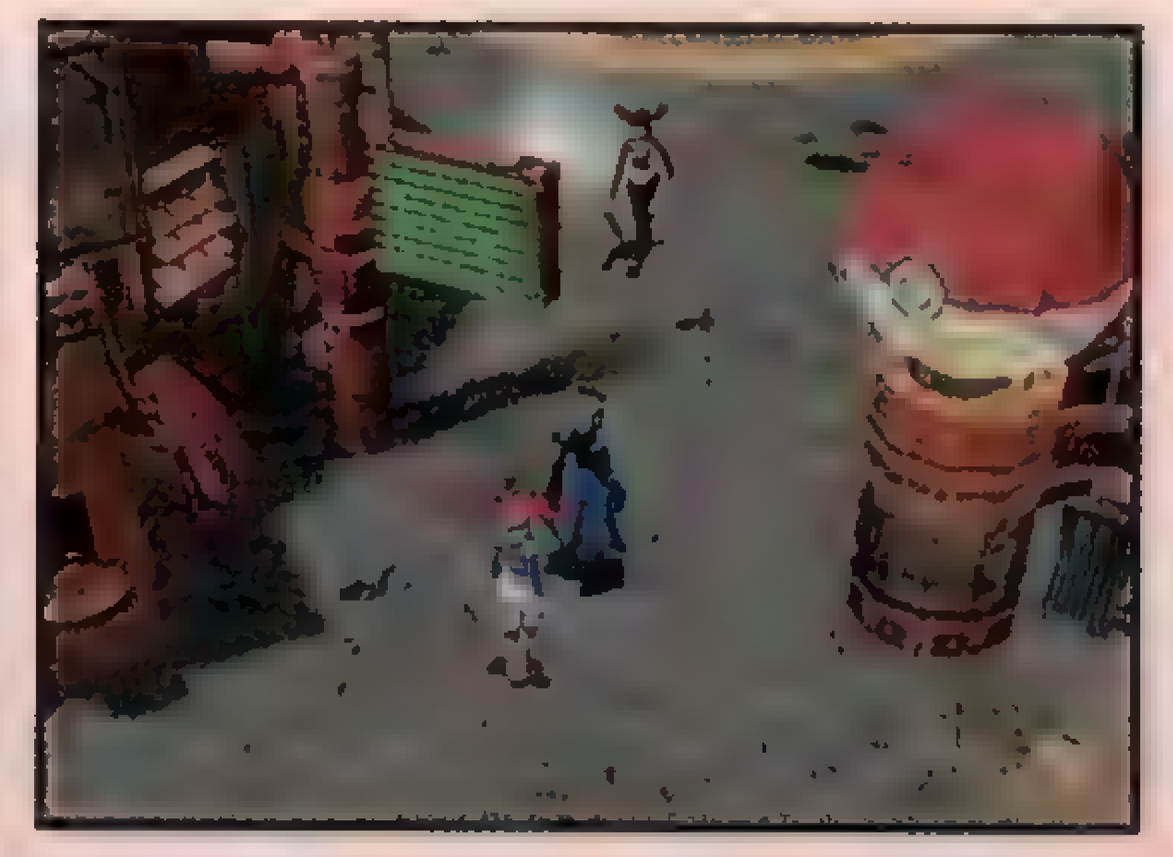
You must visit a relic to restore a Shadow Pokémon to its former self—and the journey isn't easy.

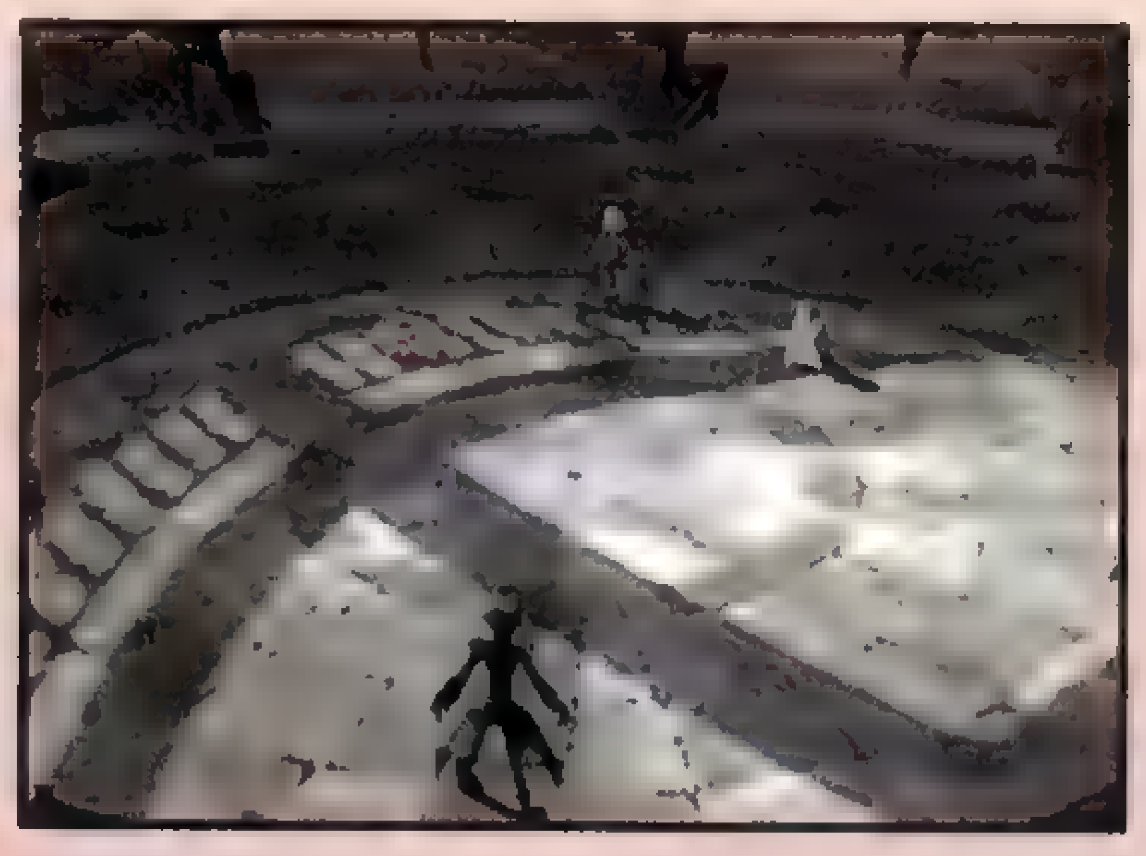
Gotta Rescue 'Em All

Orre is nothing like Kanto, Johto or Hoenn. You won't start off looking for low-level Bug-types in grass patches. You'll fight desperadoes with high-level teams as you rove a dry landscape in search of justice—and Shadow Pokémon.



PHENAC CITY
A gorgeous jewel of a town that overflows with water in a forbidding desert.





Battle Mode: Where Worlds Collide

Snagging Pokémon? Combating *true* evil? Story mode's got a new attitude, and Battle mode's working its mojo on the world of Pokémon, too. Call us crazy, but we swear that Pokémon are lovin' the power that the Nintendo GameCube is giving them. When you turn 'em loose from the GBA, they really strut their stuff!

MILOTIC
FIGHT
PKMN
GIVE IN

After you've registered your team from Pokémon Ruby or Pokémon Sapphire, you can enter classic single battles.

DONPHAN
150 / 150

Double battles debuted on the GBA, and the tag-team dynamic makes a big impact with the GCN's special effects.

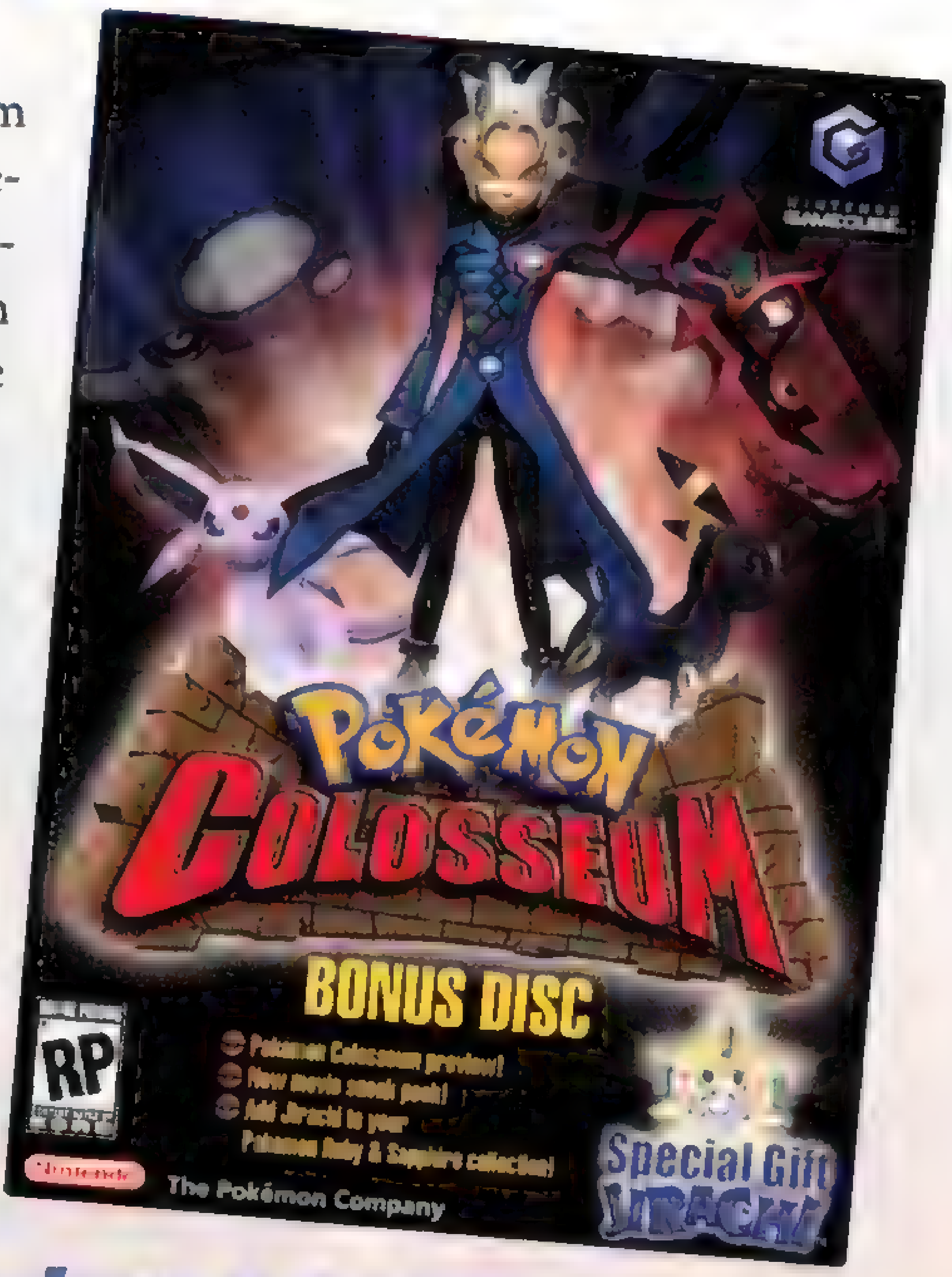
Battle mode will welcome Pokémon from a second source—ones that you rescue and evolve in Story mode!

Pokémon Colosseum will test you like never before on March 22, 2004. Next month, we'll blow the doors off the game with a seven-page preview!

GET THE GOODS—EARLY!

3 PRESALE BONUS DISC FEATURES!

You'll be able to get your hands on Pokémon Colosseum at long last on March 22, but you can grab the Pokémon Colosseum Bonus Disc much earlier: February 9! When you reserve your copy of Pokémon Colosseum at participating stores, you'll get the Bonus Disc immediately. It includes two sneak-preview movies and one extraordinary Pokémon that you'll want to transfer from the GCN Disc to your Pokémon Ruby or Pokémon Sapphire Game Pak. With so little time left until you enter Pokémon Colosseum, it's important to make the most of Training your Pokémon before the GCN battles begin!


NINTENDO GAMECUBE
Pokémon
COLOSSEUM
BONUS DISC
Pokémon Colosseum preview!
New movie sneak peek!
Add Jirachi to your Pokémon Ruby & Sapphire collection!
RP
Special Gift JIRACHI
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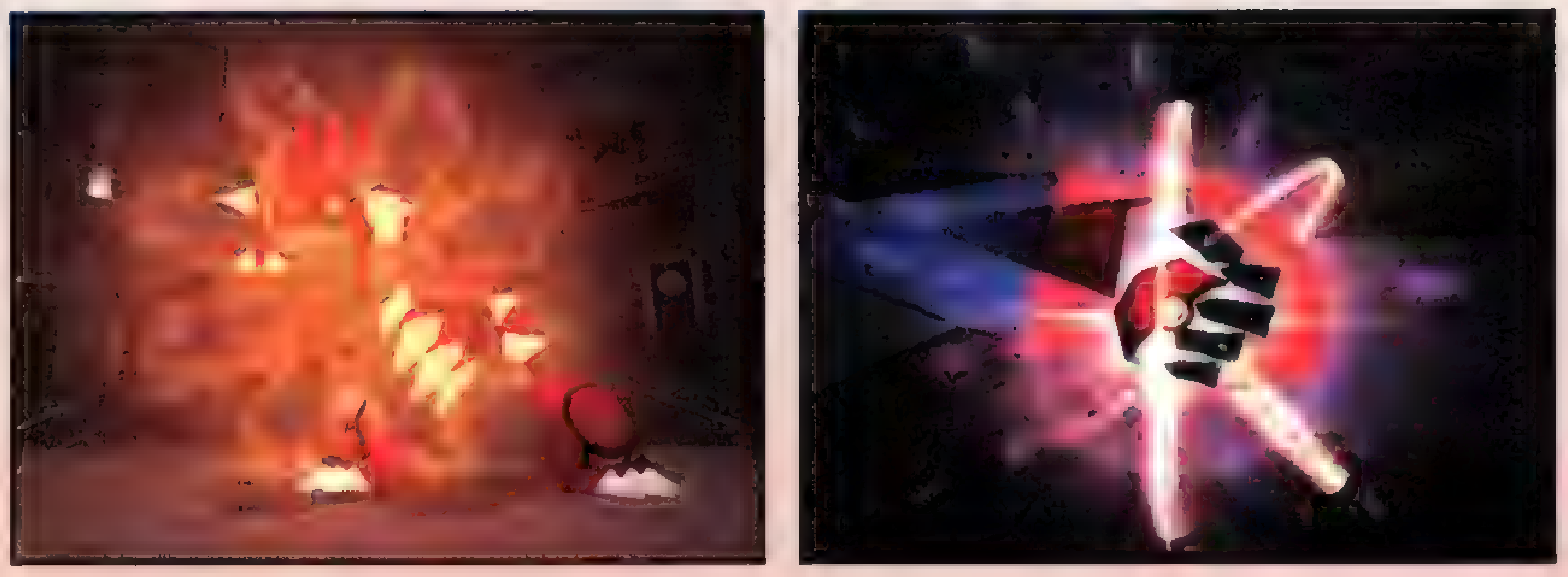
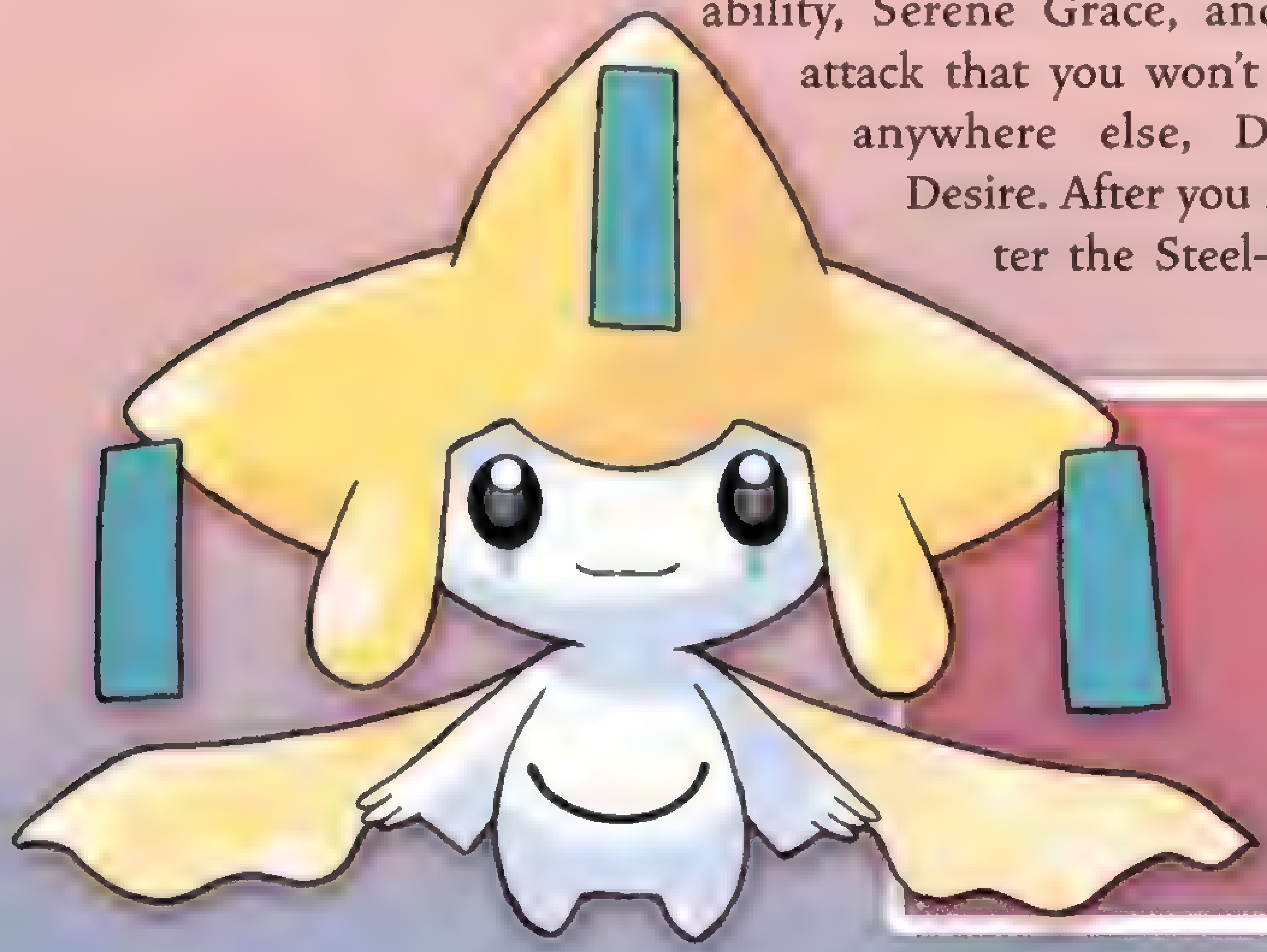
1 Sneak Peek at Pokémon Colosseum

To absorb the game's fiery battle attitude and its epic RPG fully, get an eyeful of the Pokémon Colosseum preview movie. It'll inspire you to train even harder with your GBA team until you get your hands on the game in March!



2 Transfer Jirachi to Your Team

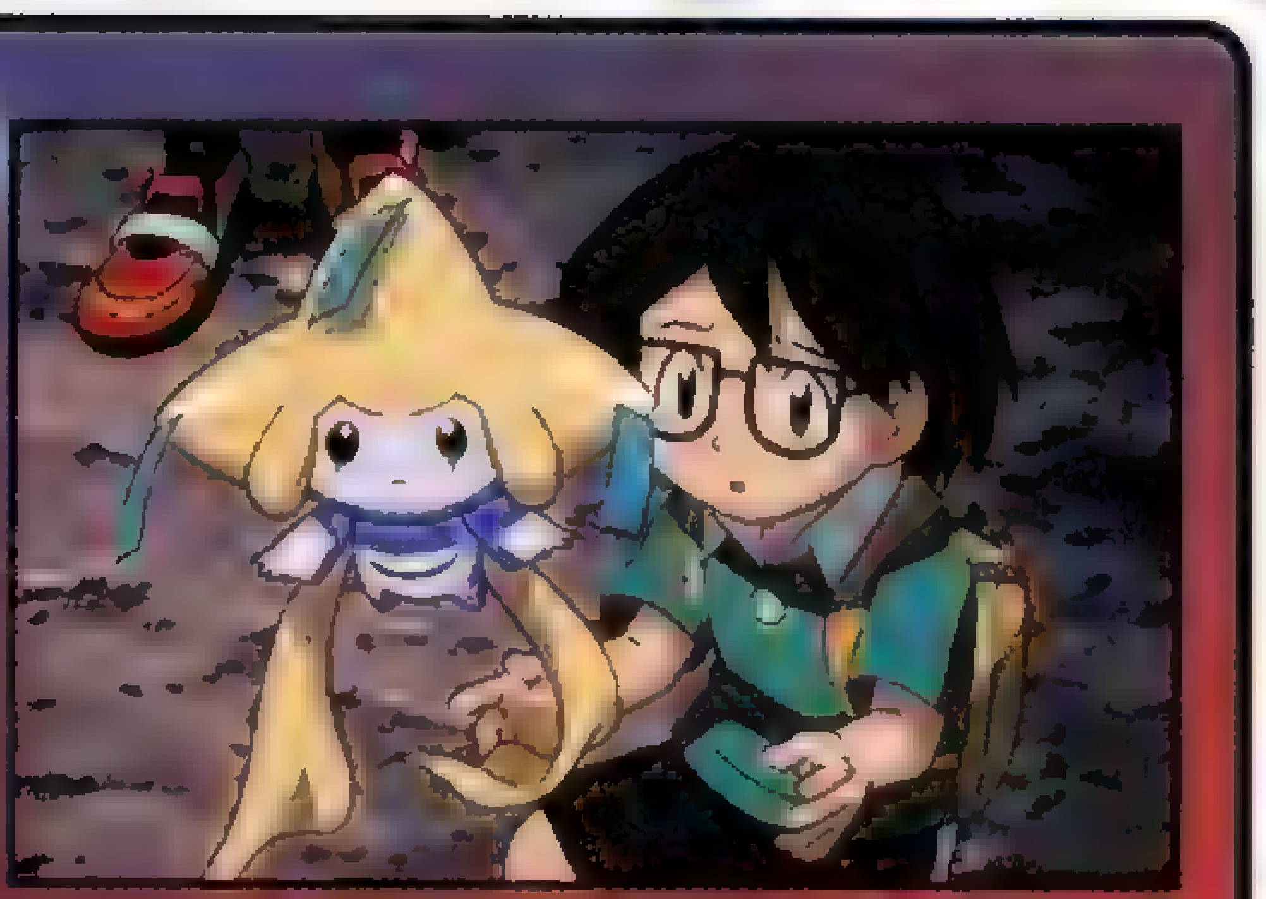
It's your dream to be the best Trainer on earth. And Jirachi's in the wish-granting business. Link your GBA to your GCN and transfer Jirachi from the Bonus Disc to your Pokémon Ruby or Pokémon Sapphire Pak—you'll see Jirachi dominate with his exclusive ability, Serene Grace, and an attack that you won't find anywhere else, Doom Desire. After you master the Steel-and-Psychic-type Pokémon's powers, you'll want to bring Jirachi into Pokémon Colosseum's Battle mode in March to see the wondrous Pokémon knock out the competition! As a bonus when you import Jirachi to your Ruby or Sapphire Pak, you'll receive a small blessing for your berry gardens in the GBA games—they'll keep producing the useful fruits forever. If your berry gardens dry up after your first year of gameplay, you'll want to have Jirachi do a little spring gardening for you!

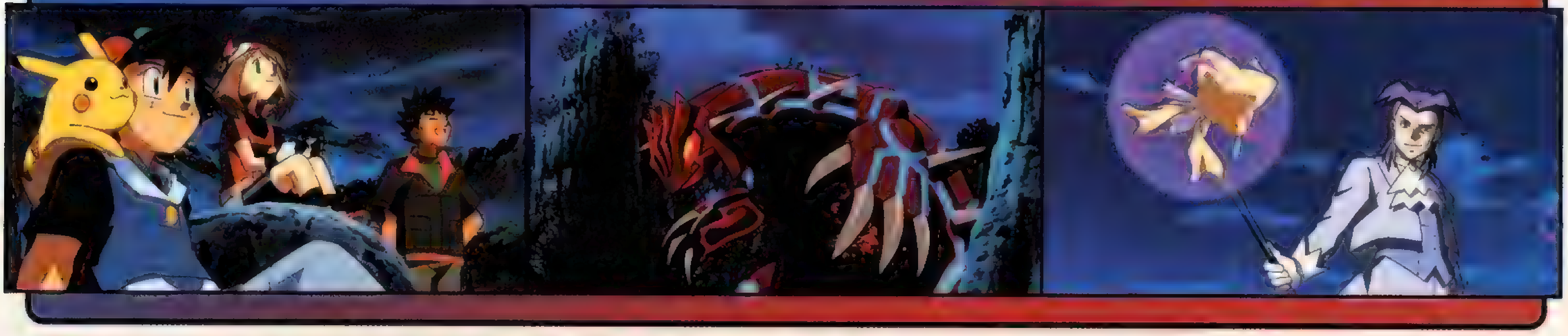


Type: Steel/Psychic
Exclusive Ability: Serene Grace
Exclusive Move: Doom Desire
Height: 1'00"
Weight: 2 LBS.

3 Early Preview of Jirachi in Action!

Will Jirachi outshine Mew as the most popular Pokémon ever? Ash and friends will face the superstar in *Pokémon: Jirachi Wish Maker*, in which a magician pursues the most powerful Pokémon on this planet or any other. You'll get a first look with a sneak preview of the upcoming movie!



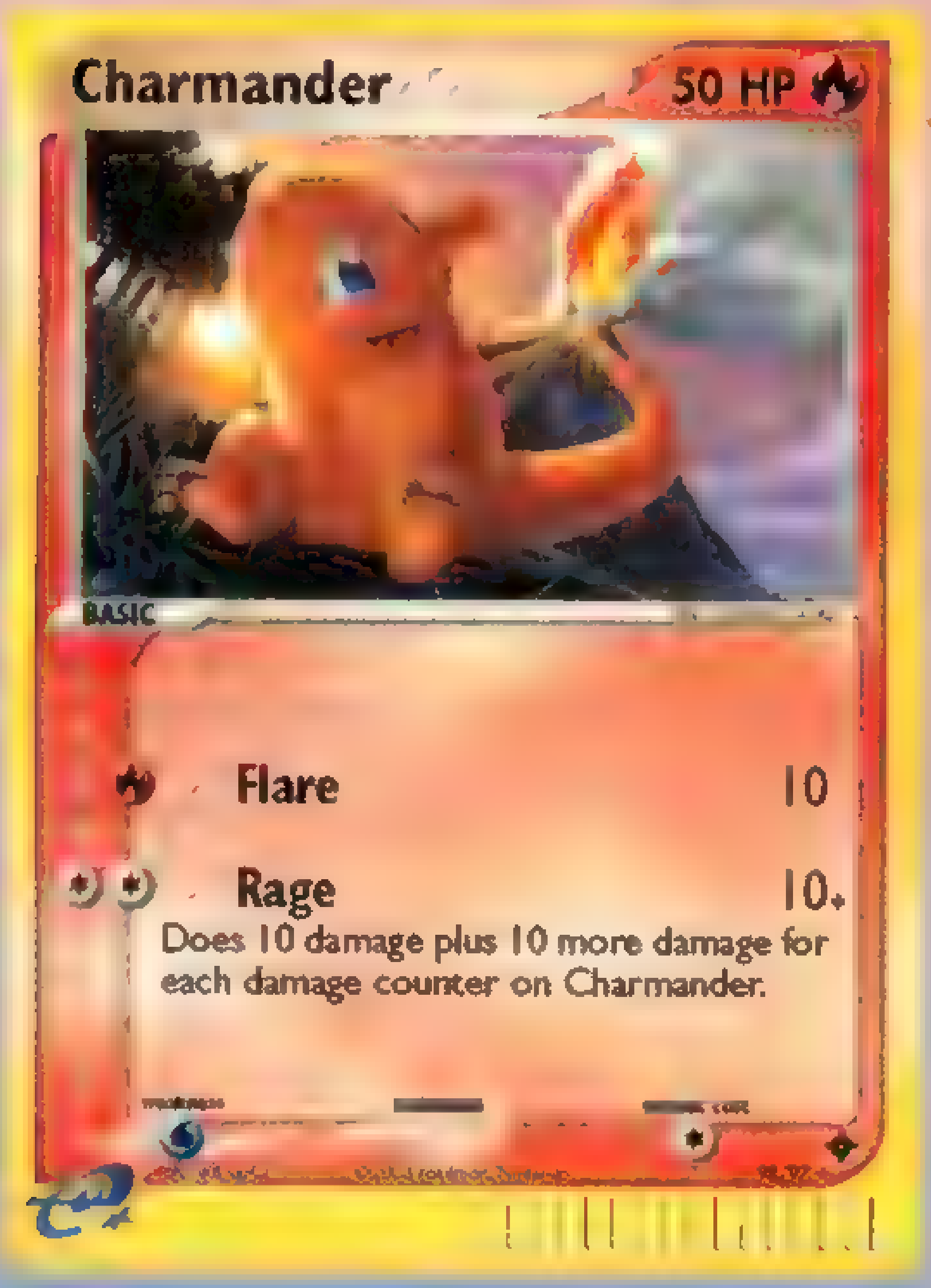


DRAGONS SWARM GEN CON

Pokemon-e TCG: EX Dragon swooped into California in mid-December for Gen Con's first SoCal convention. The world's foremost convention for all types of gaming—card games, pen-and-paper RPGs and video games—has drawn the gaming elite to the Midwest for almost four decades, so Gen Con's expansion to the West Coast was a major event in the world of gaming. EX Dragon couldn't pass up the opportunity to touch down at the inaugural event and make history as the biggest, baddest card expansion ever to blaze onto the trading-card scene. Nintendo's TCG party zone was packed to the rafters.

HOT GOSSIP

We've been consumed by the latest Pokémon-e TCG expansion, because EX Dragon is *on fire*. FireFang and WindBlast, the two preconstructed decks, are a great launching platform for first-strike strategies with FireFang's Salamence and WindBlast's Flygon. And the booster packs can barely restrain the magnificent powers of dragons such as Dragonite ex, which can use its Call of Power Poké-Power to command all Energy Cards on your Pokémon to immediately swarm to its side—and fuel its apocalyptic Giant Tail attack. But we're even more excited about two very different EX Dragon developments!



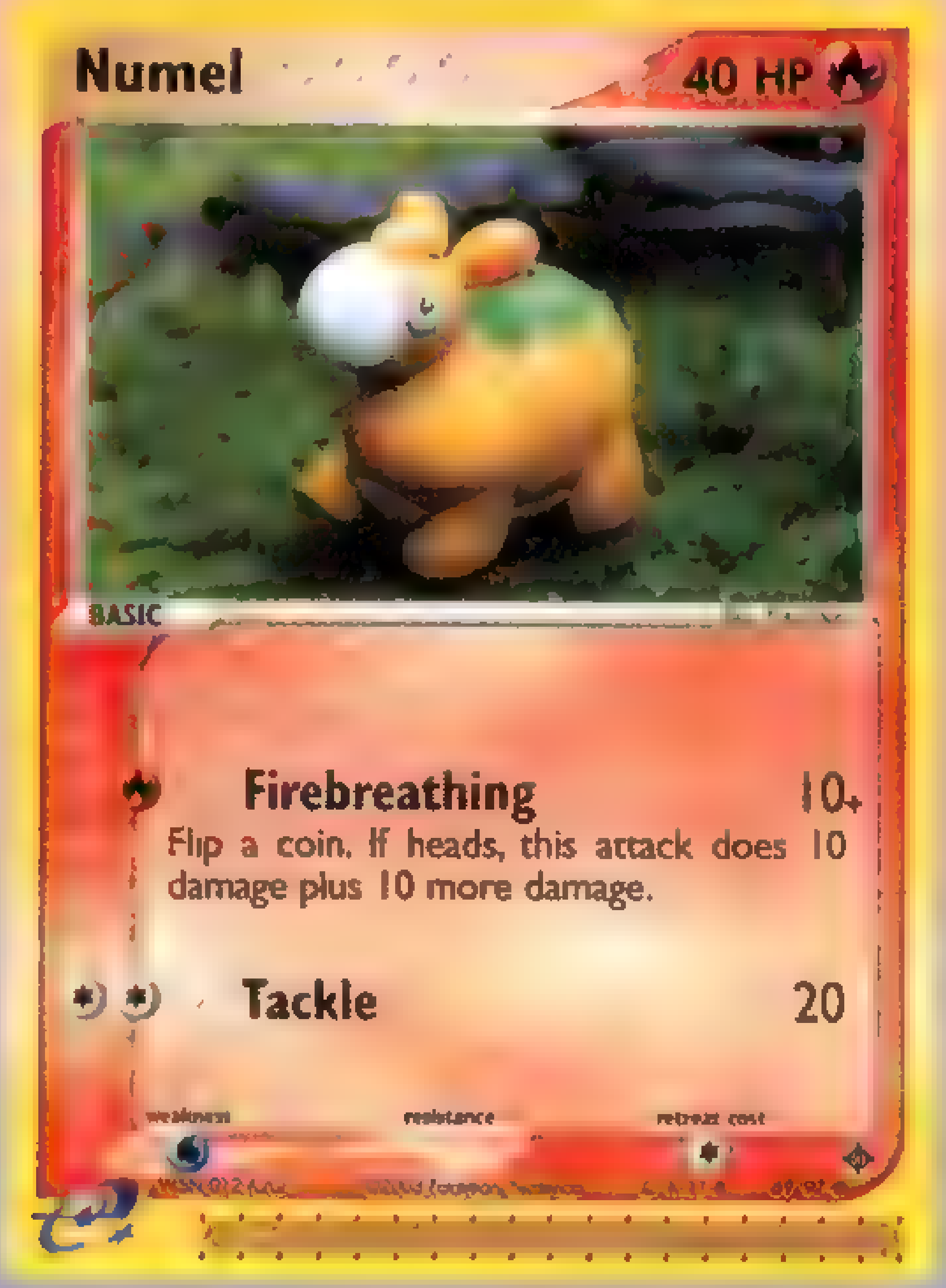
Charmander 50 HP

BASIC

Flare 10

Rage 10+
Does 10 damage plus 10 more damage for each damage counter on Charmander.

Thanks to our booster-opening readers, we've been tipped off to a big development. Charmander is a secret card in EX Dragon! Though it's not in the official EX Dragon card list, we can confirm that Charmander, one of the most popular Pokémon in TCG history, has snuck into booster packs as an all-new card. Why? We can only guess. But, as they say, where there's smoke, there's fire. . . .



Numel 40 HP

BASIC

Firebreathing 10+
Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

Tackle 20

weakness resistance retreat cost

We're usually all about crushing our TCG opponents. But we can't help having a warm place in our hearts for famed clay artist Yuka Morii, who makes a return to TCG for the first time since the Skyridge expansion. We loved her Pikachu back then; we go gaga for Numel now. You'll find more of Yuka Morii's adorable work in the FireFang and WindBlast decks.

CARD COLOSSEUM

Any deck with dragons warrants news coverage, and Craig Simpson from Wyoming has a strategy that stirs up a media feeding frenzy. His "Dragons, Reporters and DJs—Oh, My!" deck pushes Salamence into the spotlight. And since it requires Fire Energy and Water Energy for its Dragon Claw, Craig packs one Fire-based and one Water-based evolution chain into his deck. If he can't get out a dually fueled Salamence, he's likely to dominate with Crawdaunt or Camerupt. Craig attended the EX Dragon prerelease party in November, and his deck shows that he's way ahead of the curve!

DECK NAME: *DRAGONS, REPORTERS AND DJS—OH, MY!*

TAUNT: *"NOW BRINGING YOU LIVE COVERAGE OF YOUR DESTRUCTION!"*

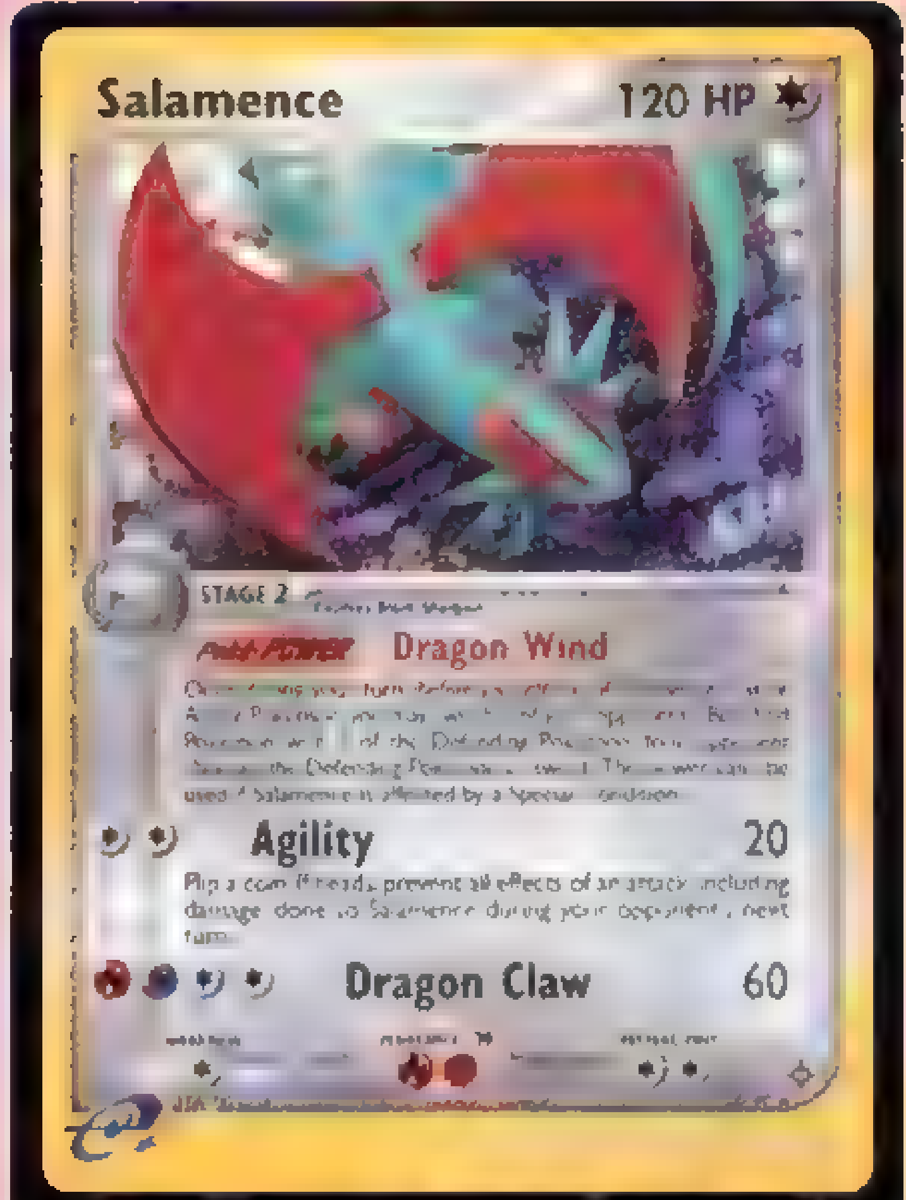
4x	BAGON	#49	⌖
4x	SHELGON	#20	⌖
2x	SALAMENCE	#10	⌖
2x	SALAMENCE	#19	⌖
3x	NUMEL	#69	⌖
2x	CAMERUPT	#24	⌖
3x	CORPHISH	#54	⌖
2x	CRAWDAUNT	#13	⌖
4x	TV REPORTER	#88	⌖
4x	MARY'S IMPULSE	#142	EB
4x	POTION	#91	✹
2x	HIGH PRESSURE SYSTEM	#85	⌖
4x	MASTER BALL	#143	EB
4x	ENERGY SEARCH	#90	✹
8x	FIRE ENERGY		
8x	WATER ENERGY		

Craig uses two kinds of Salamence. Most dragons have a disturbing weakness to Colorless-type Pokémon, but the #19 Salamence doesn't have any weakness at all—it's an essential card for any dragon-based deck.

TV Reporter allows Craig to draw three cards, and the Mary's Impulse card can do even better with its DJ-riffic spin: With it, Craig can flip a coin until he gets tails. For each heads flip, he can draw two cards!

Craig's strategy will crash and burn without top evolvers on the field. He dips into the Expedition Base Set for the Master Ball, which helps him find Pokémon cards much faster.

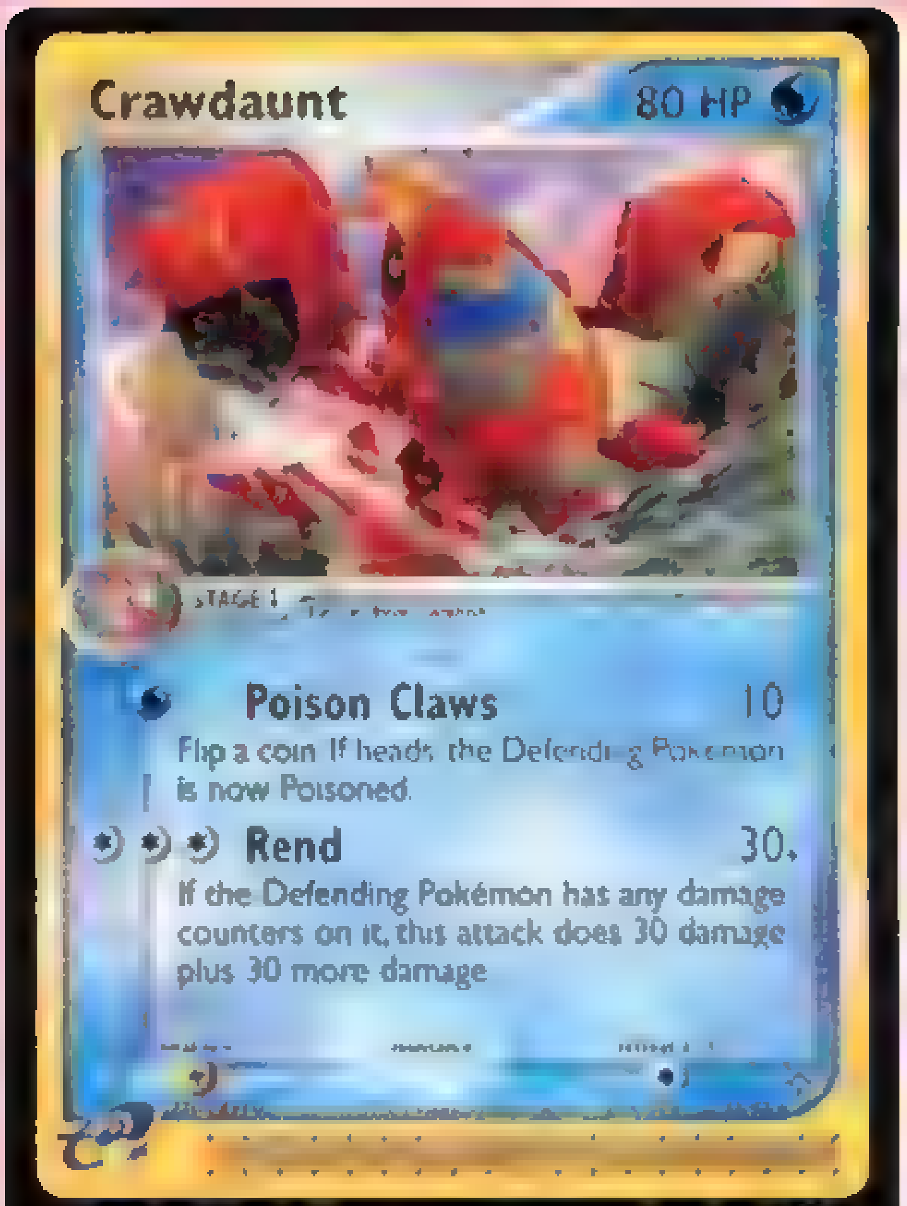
Craig uses far fewer Energy cards than usual, but he compensates by including more Energy Search cards—smart move, if the risk pays off.


Salamence
120 HP
STAGE 2
Dragon Wind
Agility
20
Dragon Claw
60

SALAMENCE #10 ⌖

There's no hiding from Craig's Salamence. He uses the rare dragon to sweep his foe's Benched Pokémon back onto the field with its Dragon Wind Poké-Power.

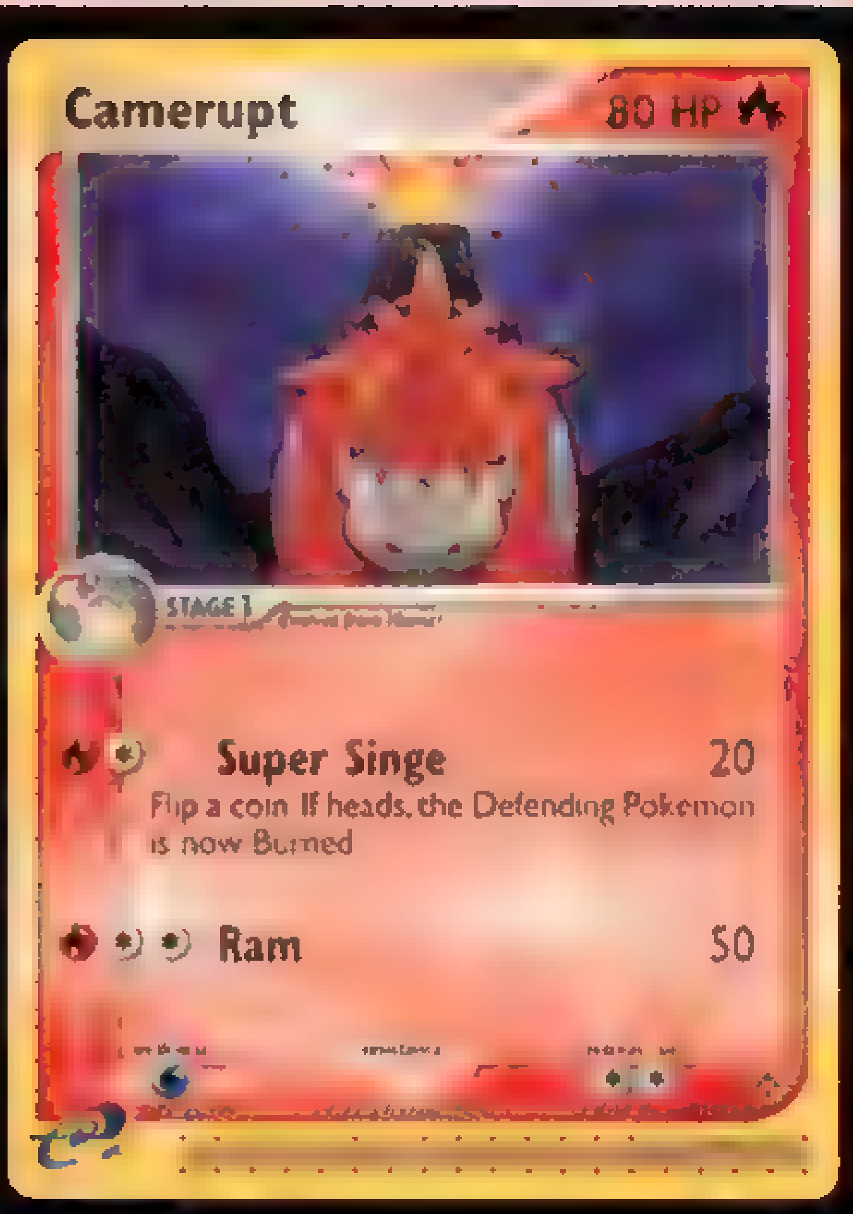
Until Craig can power up Dragon Claw, he can bide time with Agility, which prevents the effects of all attacks on Salamence during his foe's next turn.


Crawdaunt
80 HP
STAGE 1
Poison Claws
10
Flip a coin. If heads, the Defending Pokémon is now Poisoned.
Rend
30+
If the Defending Pokémon has any damage counters on it, this attack does 30 damage plus 30 more damage.

CRAWDAUNT #13 ⌖

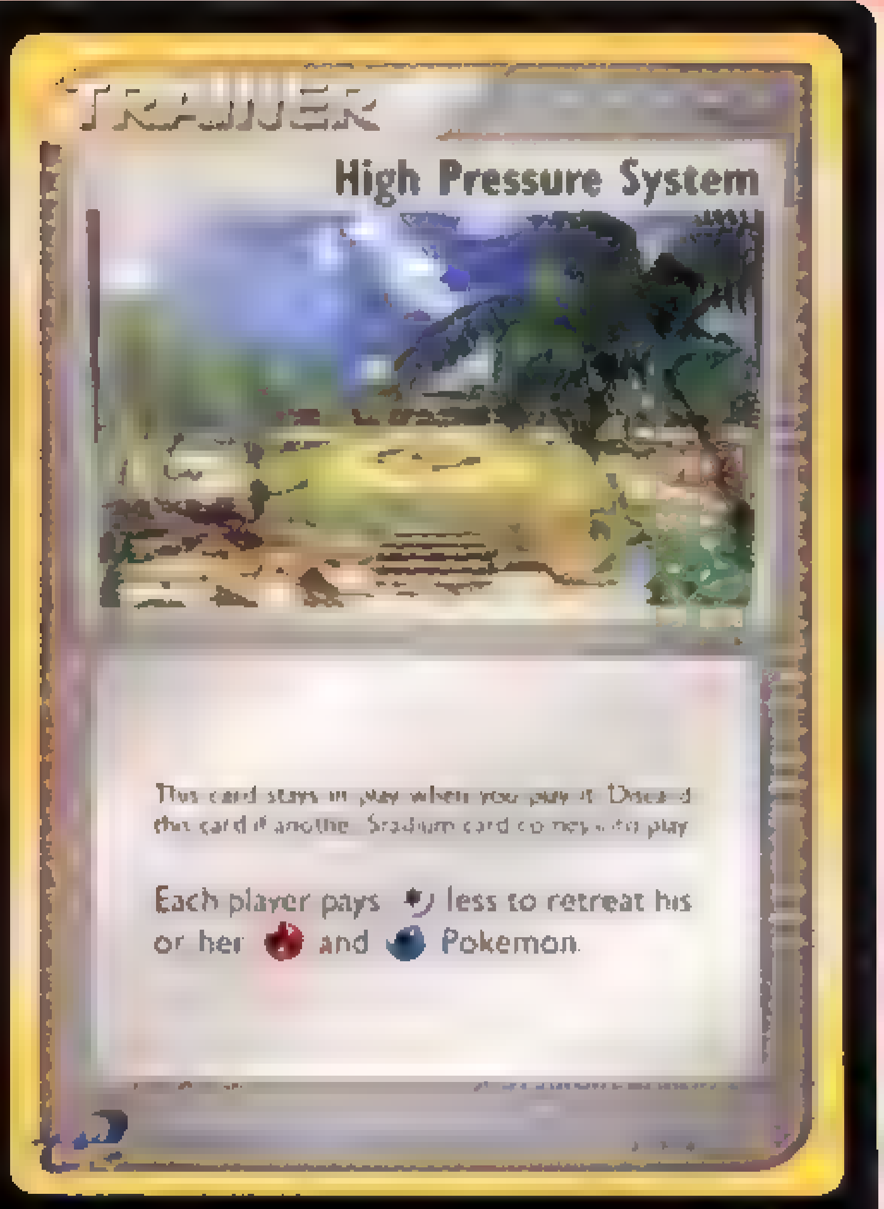
Craig's strategy needs lots of energy. In a worst-case scenario, if bad luck dries up energy, Crawdaunt can hit foes with its low-cost Poison Claws.

When Crawdaunt smells blood, it delivers double damage with Rend. It does 30 damage normally, then 30 more if the Defending Pokémon has damage!


Camerupt
80 HP
STAGE 1
Super Singe
20
Flip a coin. If heads, the Defending Pokémon is now Burned.
Ram
50

CAMERUPT #24 ⌖

If Camerupt lumbers onto the field, Craig can batter Defending Pokémon into oblivion with Camerupt's 50-damage Ram attack. Craig's deck is brutal.


TRAINER
High Pressure System
Each player pays less to retreat his or her and Pokémon.

HIGH PRESSURE SYSTEM #85 ⌖

A Stadium Card benefits both players, but Craig will get much help from HPS, which lets him pay a smaller Retreat Cost for Fire- and Water-type Pokémon.

Card Key

✹ EX Ruby & Sapphire
⌖ EX Dragon
EB Expedition Base Set

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

You found the Ocarina!

Sweet Potato

The Ocarina inspired by the Legend of Zelda® is now available!

Easy to Play - a well-tuned and finely crafted musical instrument!

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You can also order:

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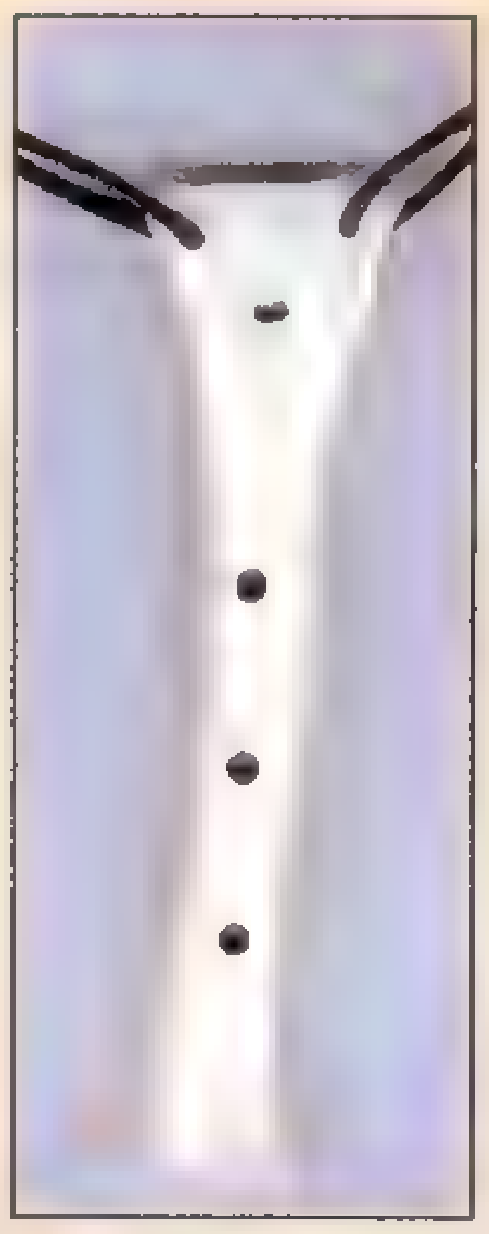

Eagle Bone Flute

Pendant Ocarina

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Santa Barbara, CA 93101

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With an elaborate Story mode and a variety of multiplayer options, Sega and THQ's portable fighter delivers—whether you're gaming solo or with other GBA owners.

SONIC BATTLE™

Sonic and his friends are taking a break from their usual platform endeavors to venture into the fighting genre. Each character exhibits unique strengths and special attacks. You'll want to study up on your opponents before stepping into the ring.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

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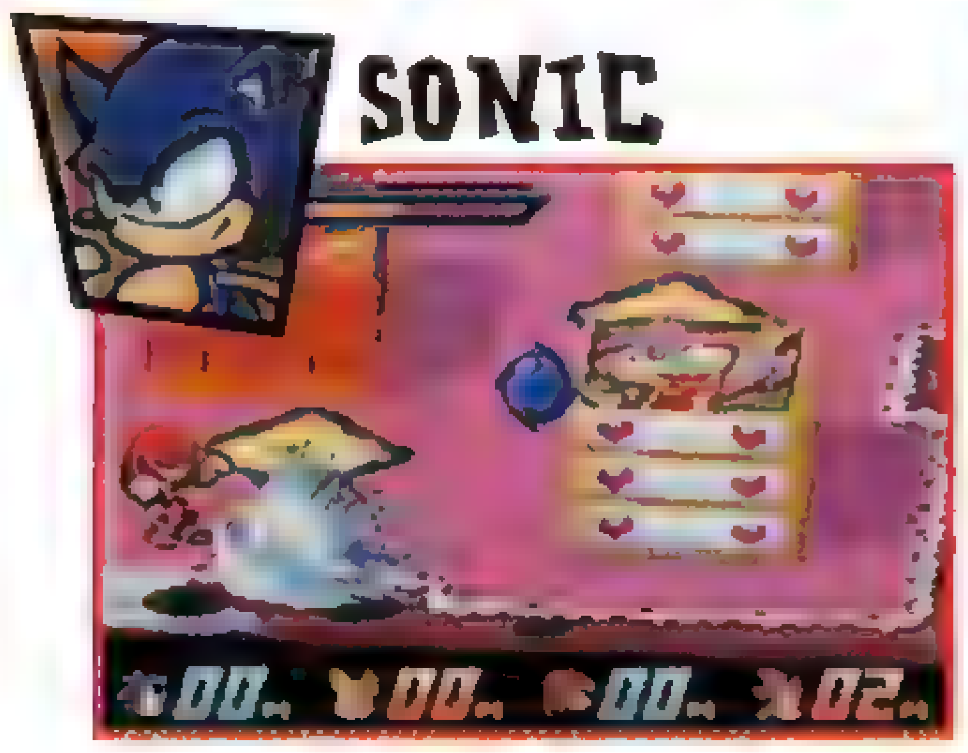
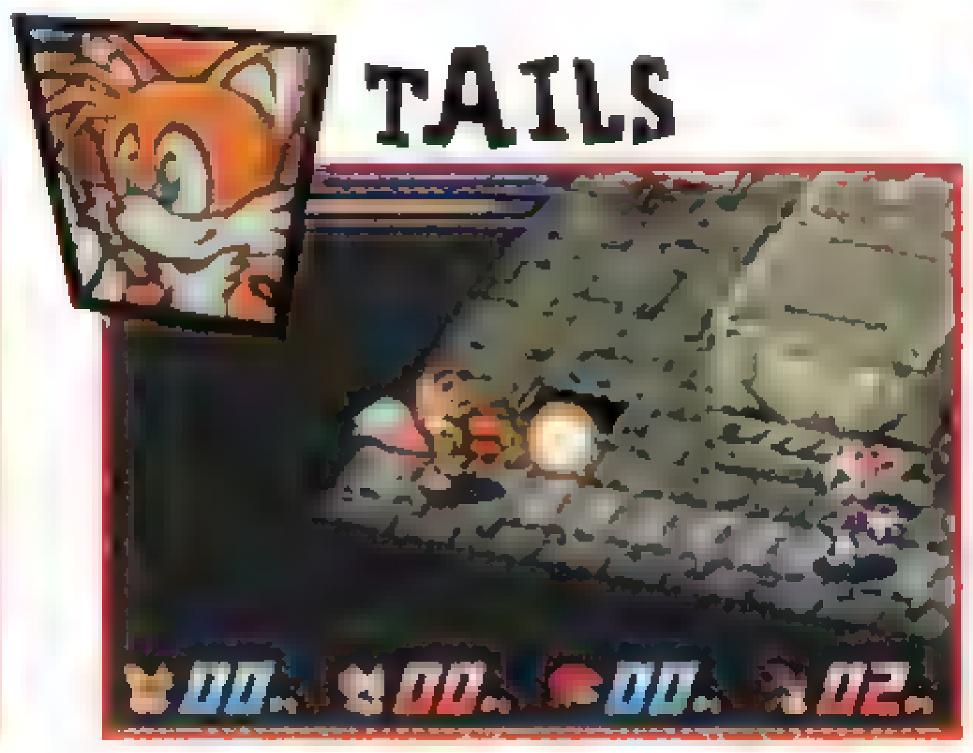
SONIC



Use Sonic's Light Dash to bowl over opponents.

TAILS

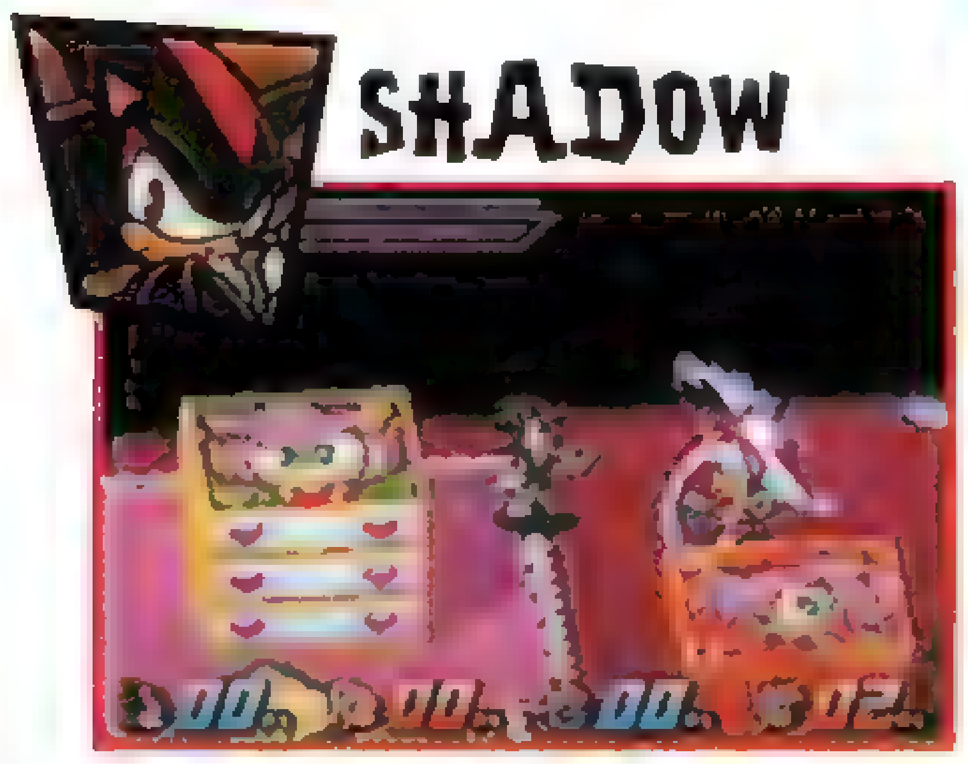


Blast enemies from a distance with Tails's handy laser gun.

KNUCKLES

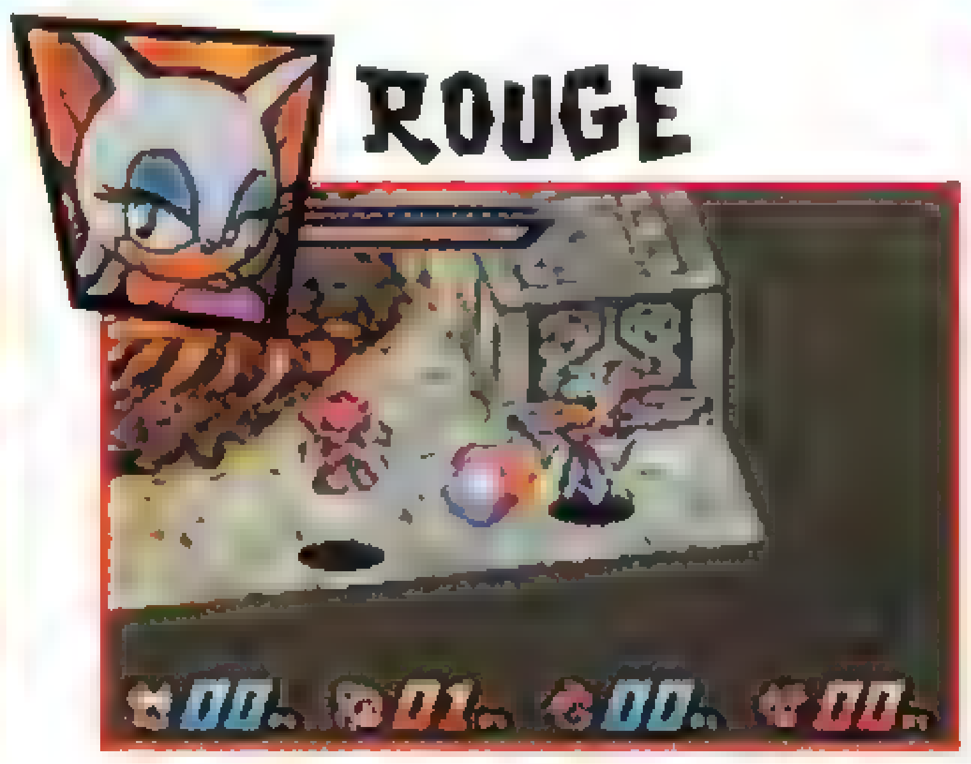
Knuckles tosses boulders to crush foes closeby or from afar.

SHADOW



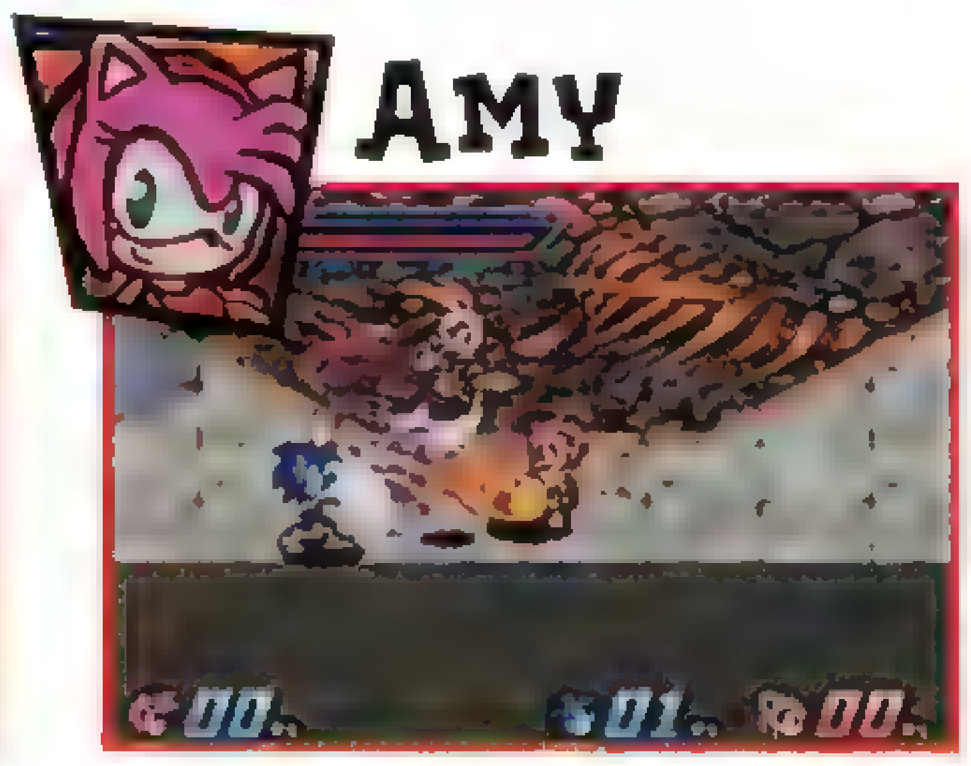
Shadow's ring attack can hit enemies from long range.

ROUGE



Unleash long-range bubbles or spin-kick up close with Rouge.

AMY

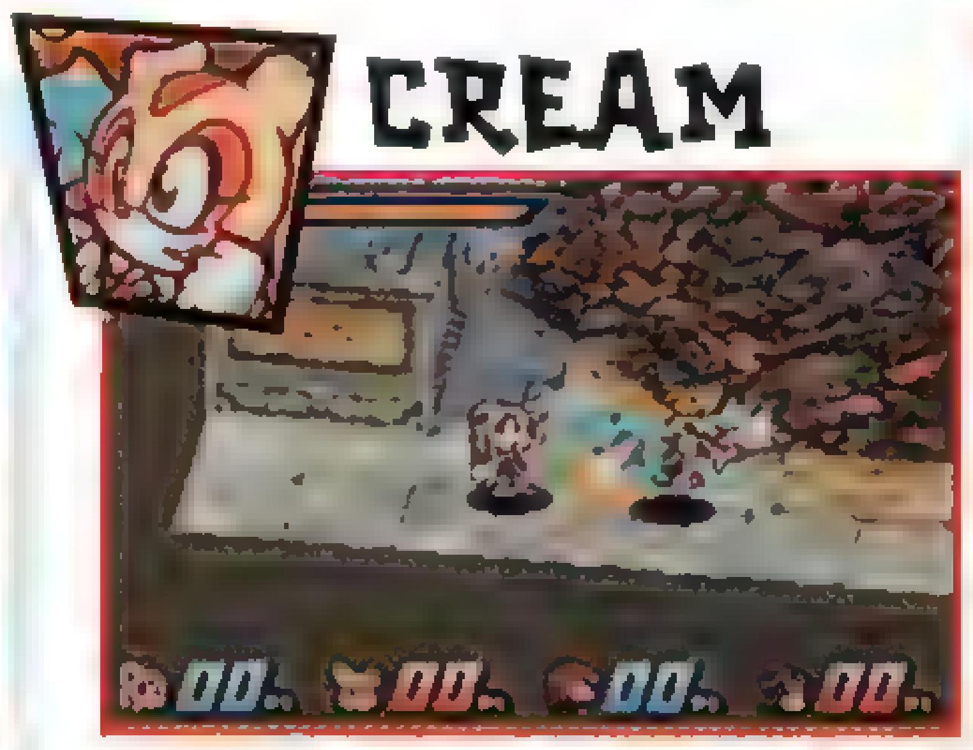


As a Power attack, Amy can smash foes with her mallet.

E-102

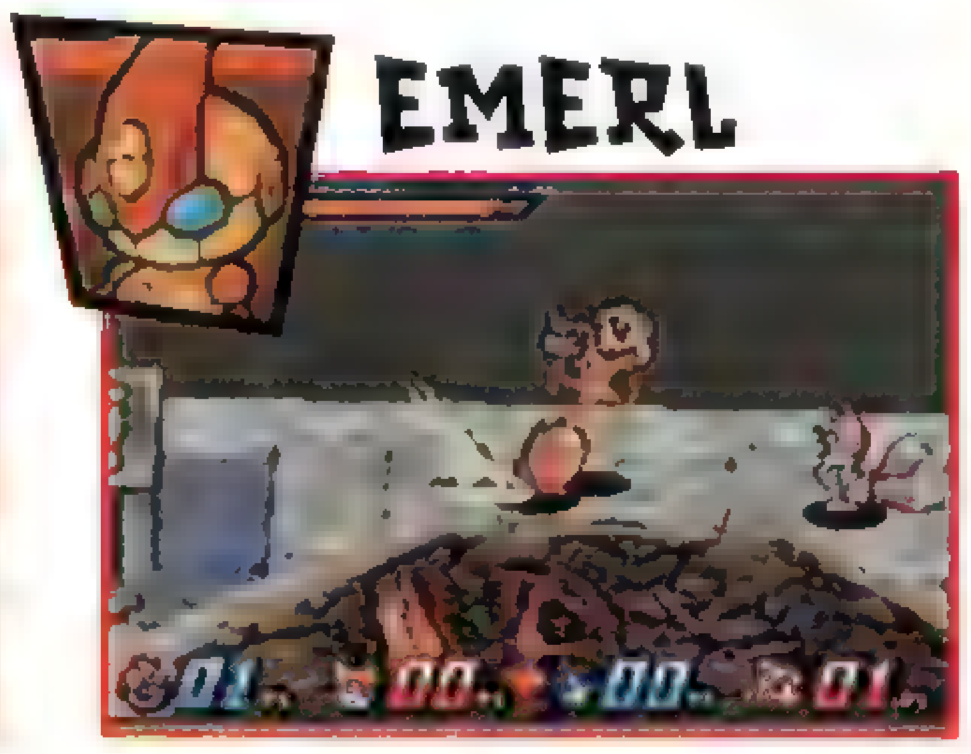
Use E-102's Power attack to give opponents a deadly jolt.

CREAM



Cream's companion, Cheese, is used as a long-range weapon.

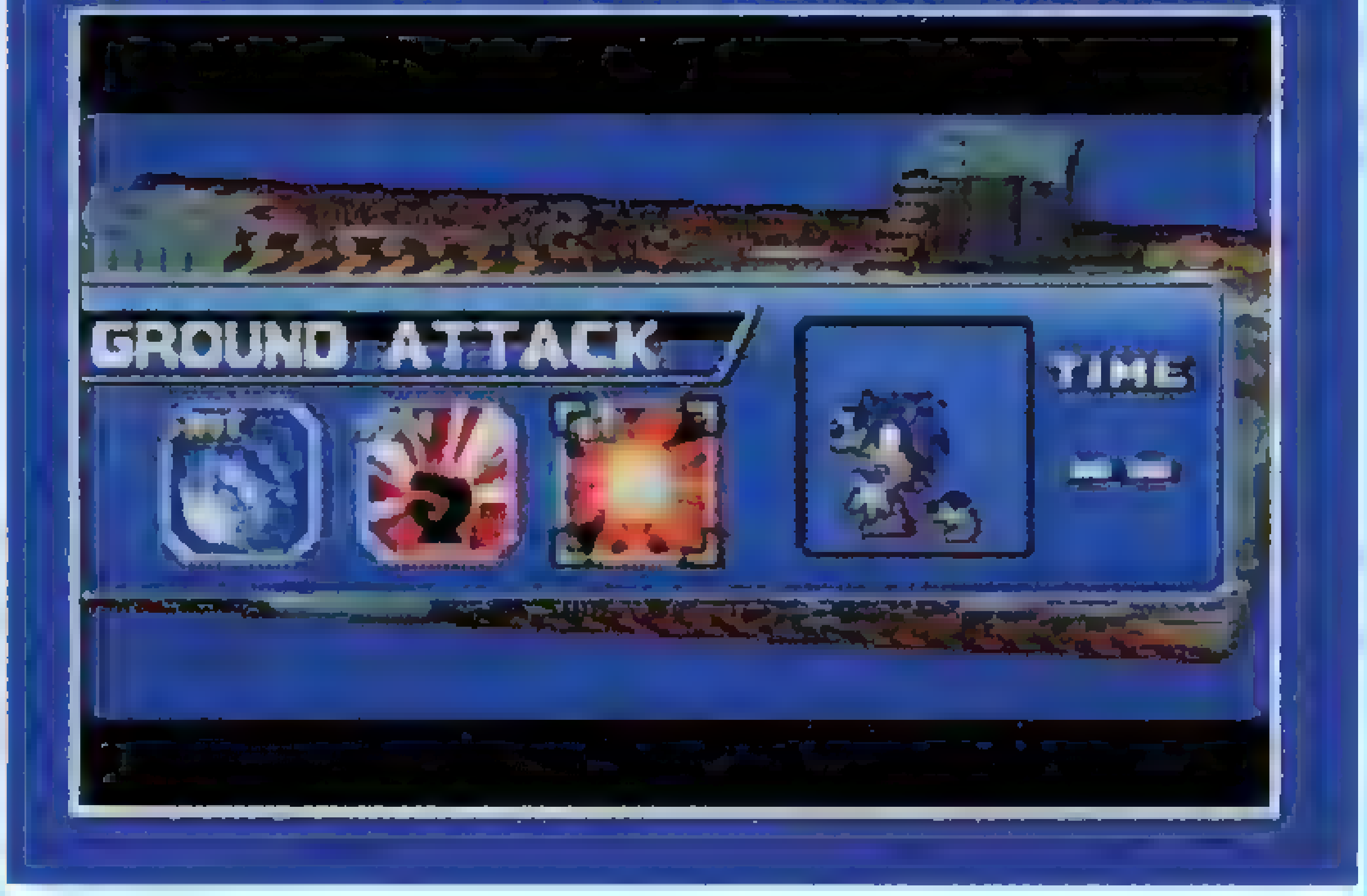
EMERL



Emerl must acquire special moves by observing other fighters.

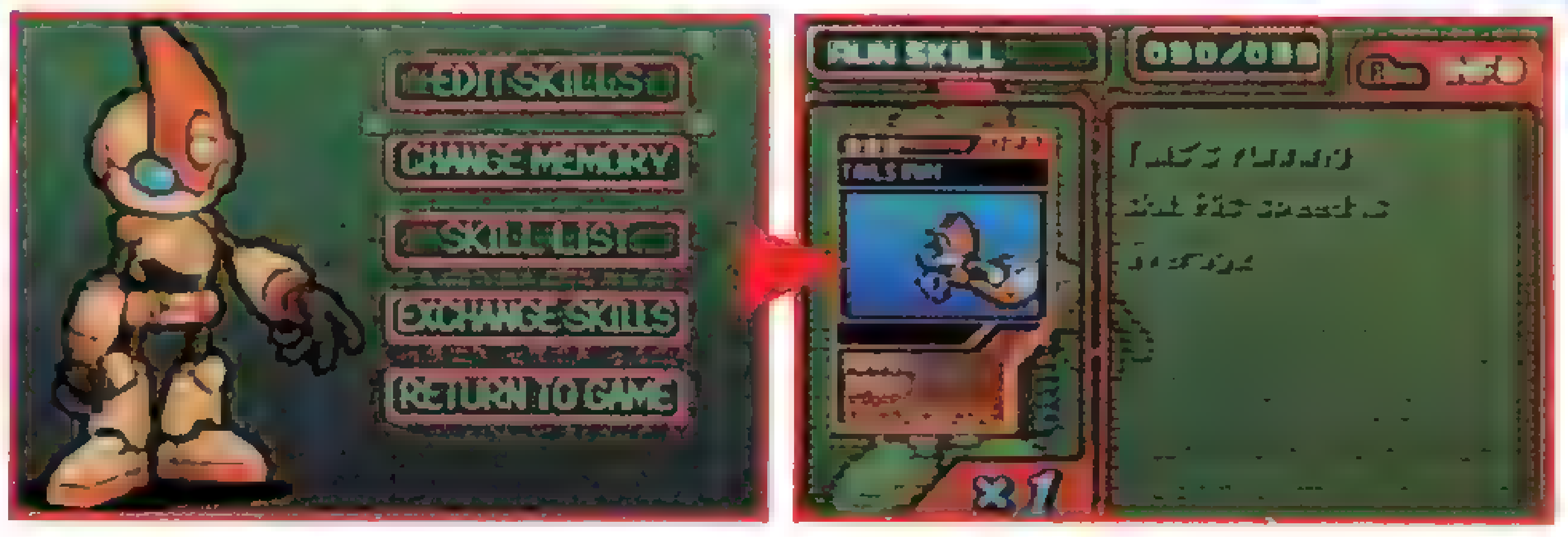
ATTACK!

Before each fight, set your Ground, Aerial and Defense maneuvers. Each attack (Power, Long-Range and Mine Blast) must be set to a mode (Ground, Aerial or Defense). You will be invincible against whichever attack type you set as your Defense. The Power attack is a close-range assault that is best suited to Ground or Defense mode. When fighting multiple opponents, set your Ground mode to Long-Range or Mine Blast—both attacks are handy for damaging more than one fighter.



STORY MODE

Eight characters are playable in Story mode, but only Sonic is available at first. Your objectives are to win battles and develop the skills of your robot, Emerl. As your character tallies victories, Emerl will become a fighting machine. The battles will gradually increase in difficulty, requiring you to rely heavily on Emerl's ever-improving abilities.

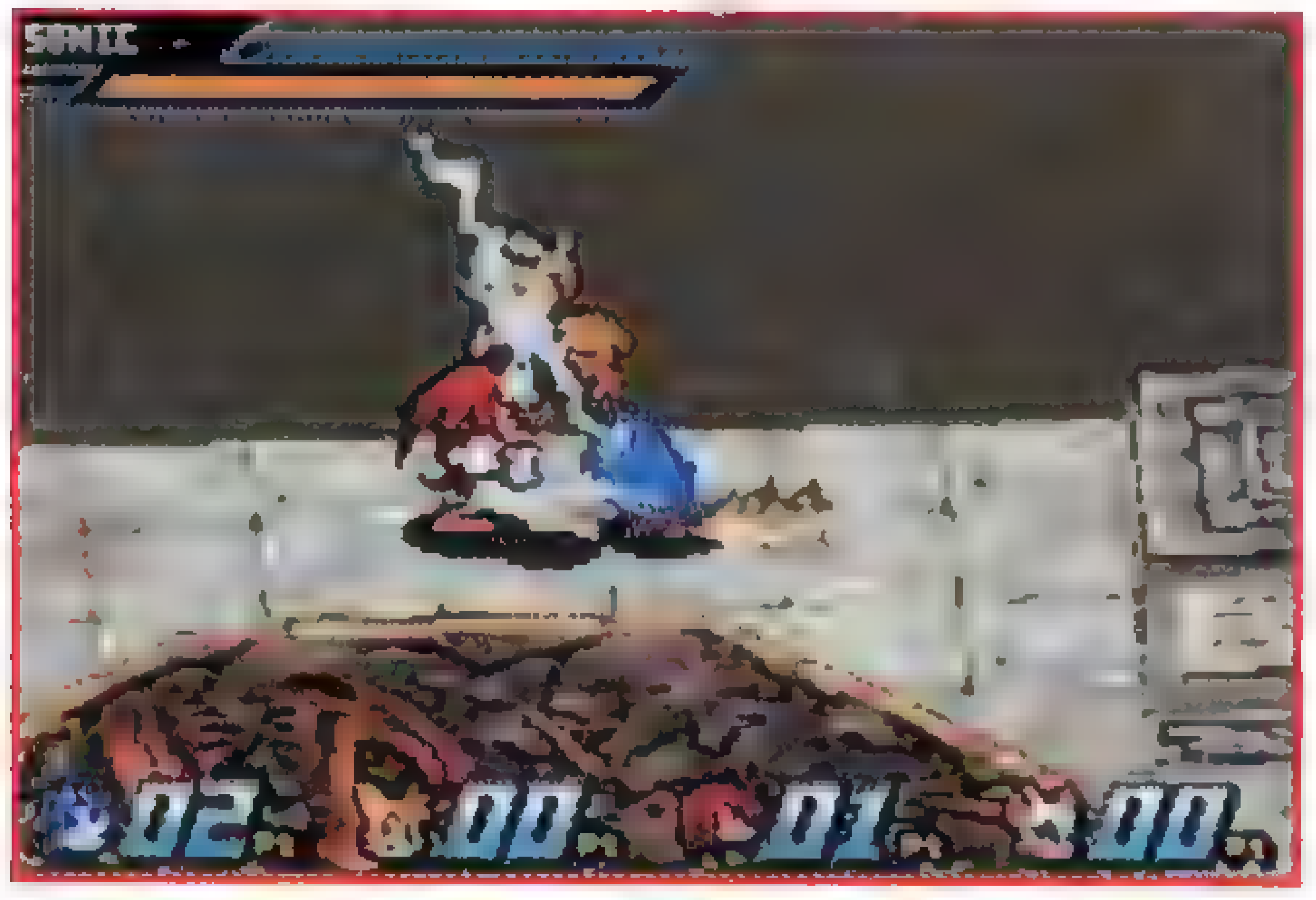


Emerl acquires moves by watching or participating in fights. He needs five skill points to complete a star. All stars must be complete to activate a move. Press R from the map to equip moves via the Edit screen.

BATTLE MODE

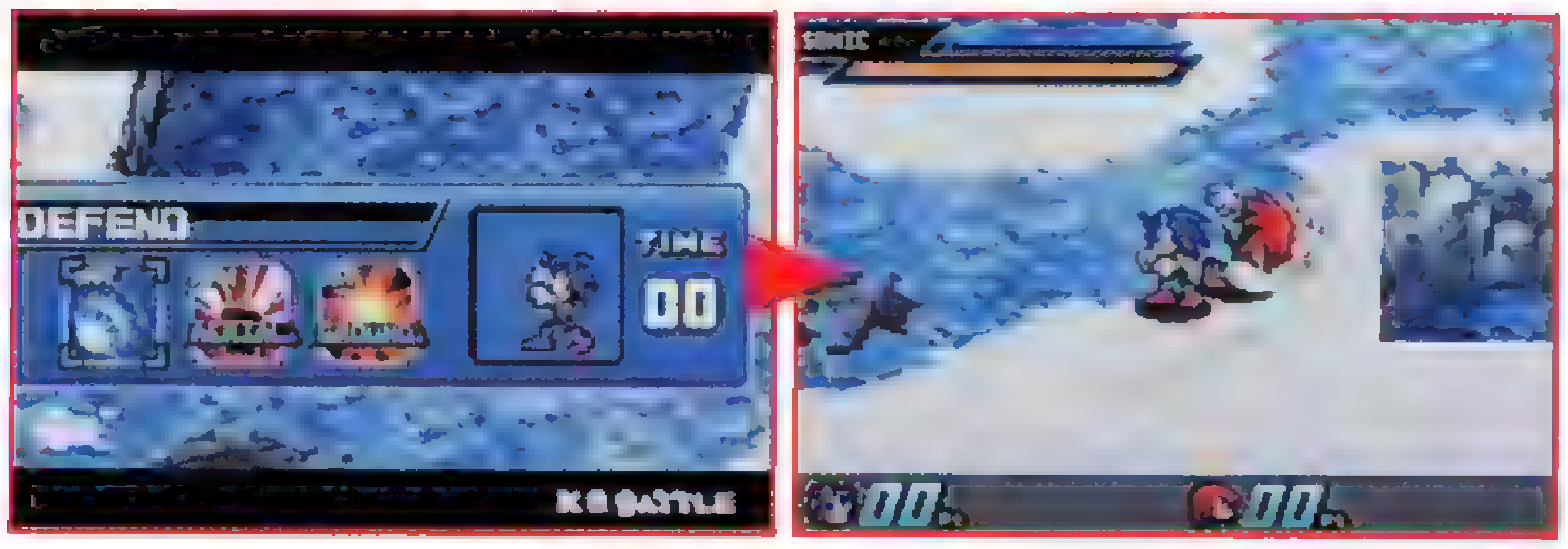
Set your own rules—from the time limit to the number of KOs to the strength of computer opponents (COMs). Team up with a friend or engage in an every-man-for-himself clash with up to four contestants. To learn how to be the last hedgehog standing, read on....

Ichikoro Gauge



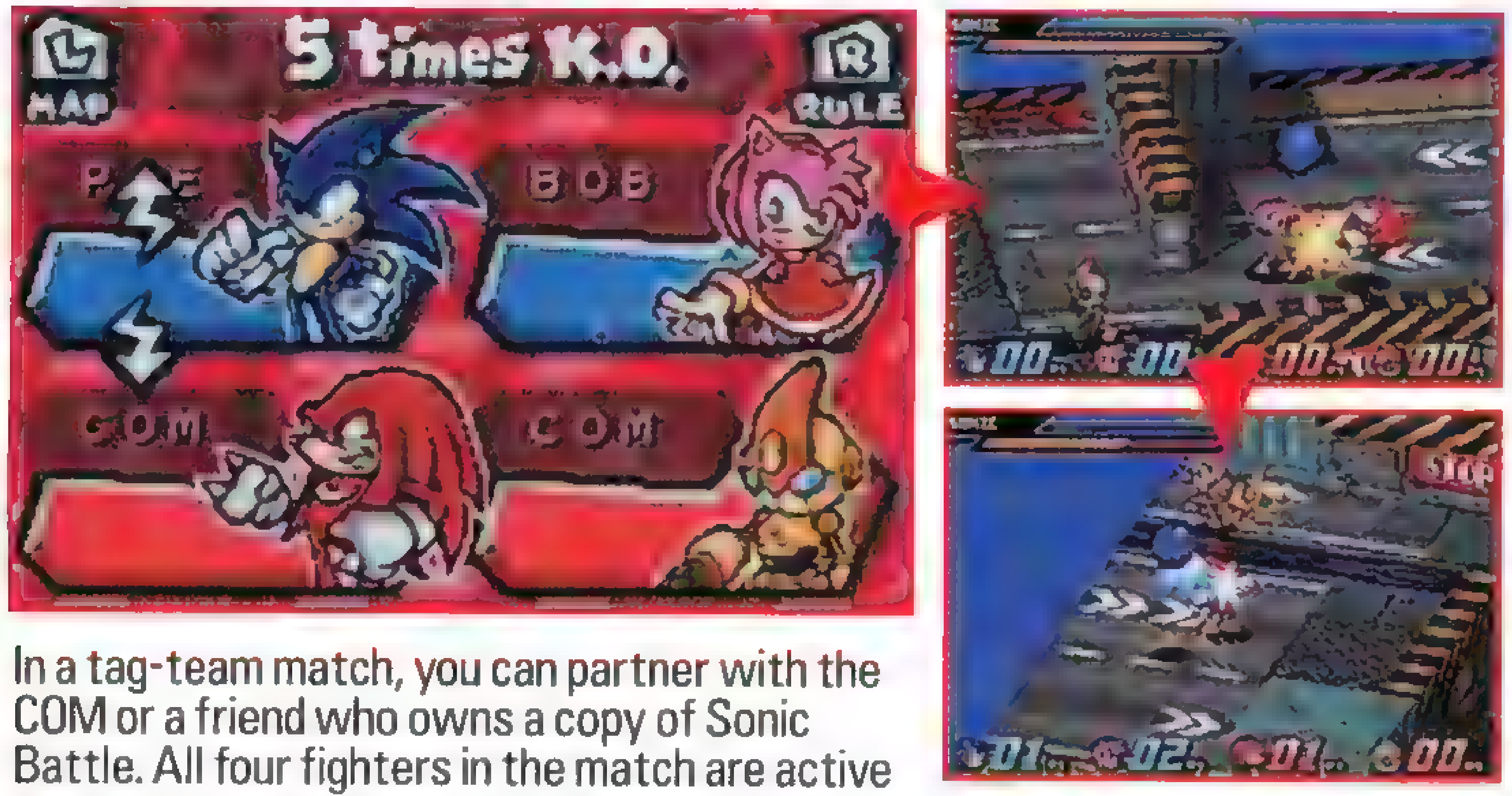
The blue bar above your health meter is called the Ichikoro Gauge. When it's full, you can unleash a special move that will KO any fighters in the vicinity. Press the R Button to perform the attack, preferably when multiple opponents are within range. Press L to fill your gauge and recover health.

The Best Offense Is a Good Defense



Before the battle begins, set your Defense to be the same as your opponent's strength. For example, when fighting a strong foe such as Knuckles, select Power as your Defense. During the fight, press L to deflect attacks. Each time you defend a move successfully, your Ichikoro Gauge will fill a little.

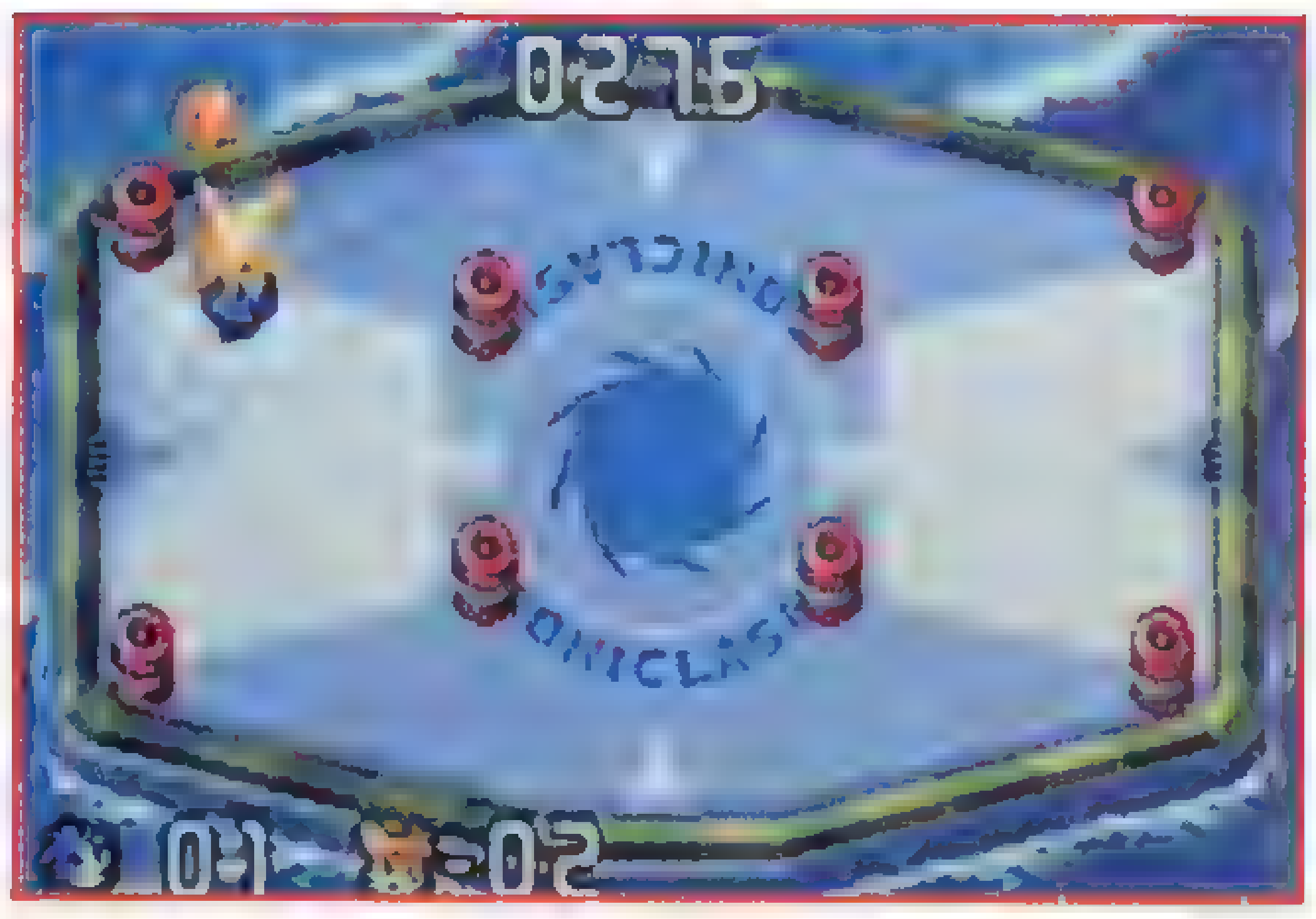
Tag Team



In a tag-team match, you can partner with the COM or a friend who owns a copy of Sonic Battle. All four fighters in the match are active at once. The team to record the most knockouts wins. From the Rules menu, you can toggle the ability to do damage to your teammate.

MINIGAMES

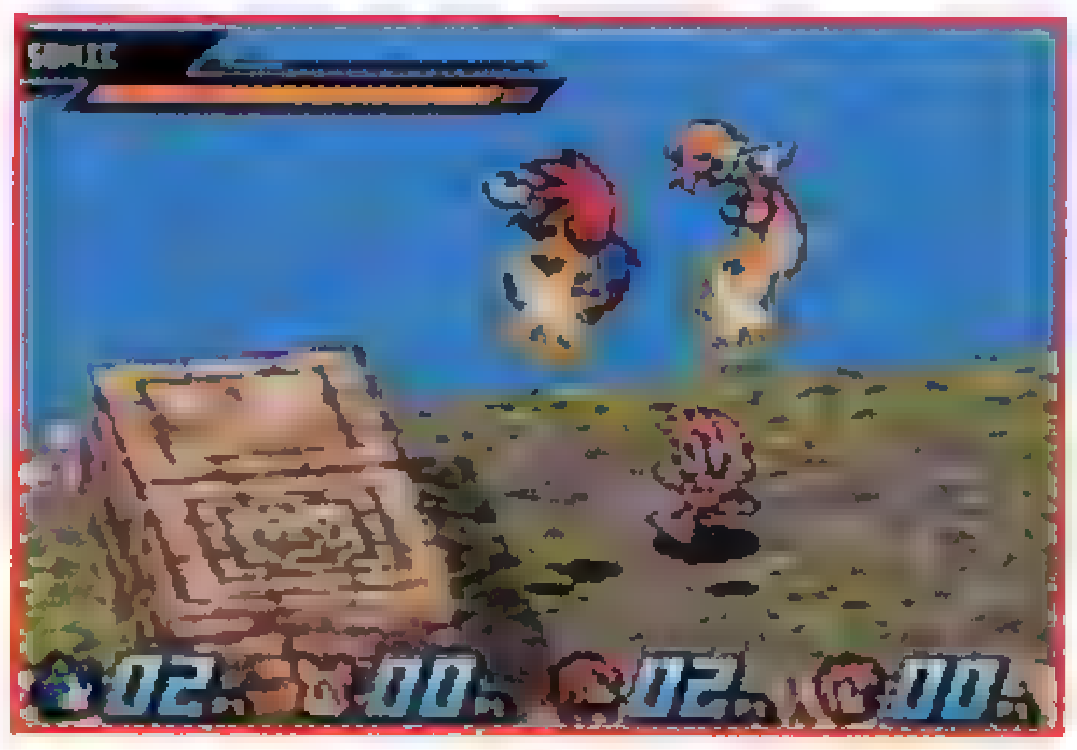
As you progress through Story mode, you'll unlock a variety of multiplayer minigames. Up to four players can connect their GBAs, and only one Sonic Battle Game Pak is required.



CHALLENGE MODE

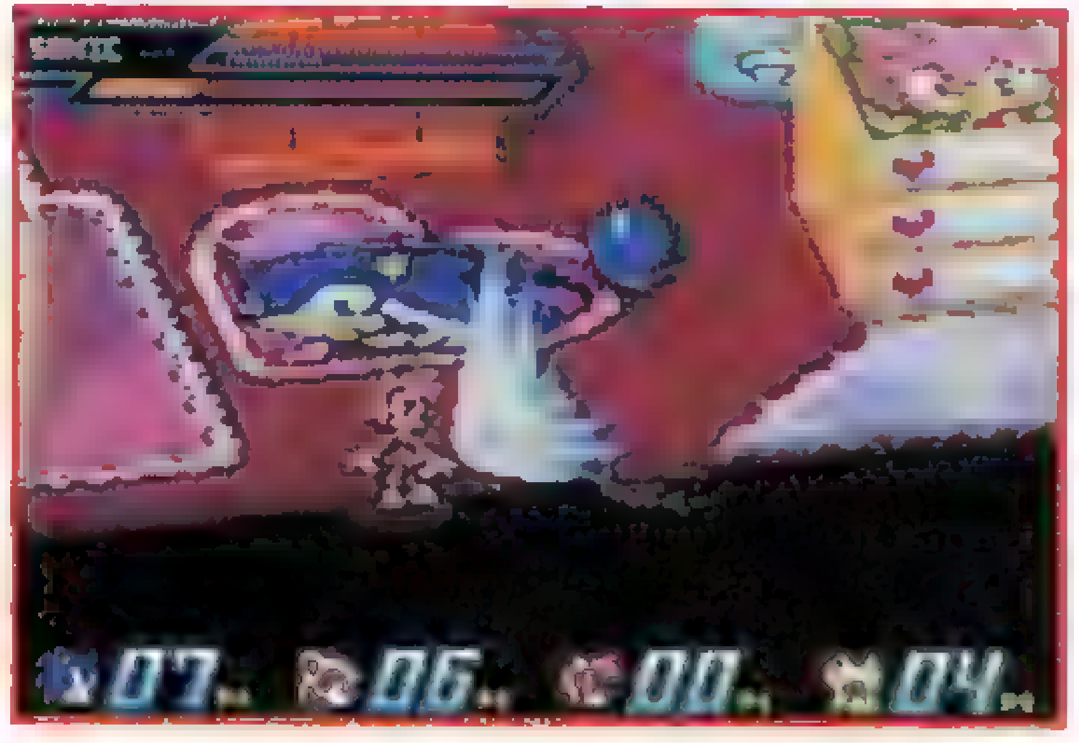
Think you're good enough to defeat three enemies at once or win a match without using special moves? Challenge mode tests your skills against difficult computer opponents. Win five matches with each character to crown yourself the champion.

Two for One



Wait for multiple opponents to get within striking distance before you unleash a lethal attack. Mine Blasts are particularly effective when used as Ground attacks in a crowded area.

Battle Royal



When dueling multiple opponents, stay away from the strongest fighters—you don't want to help them rack up knockouts. Battle the weakest adversaries to build up your own KOs.

FIT TO FIGHT

Now that you're armed with all the tips you need to dominate the battlefield, pick your favorite Sonic character and hit the battlefield. Remember to stay aggressive and use special moves often. You'll earn bragging rights in no time!

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MARCH 2004

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

FINAL FANTASY: CRYSTAL CHRONICLES

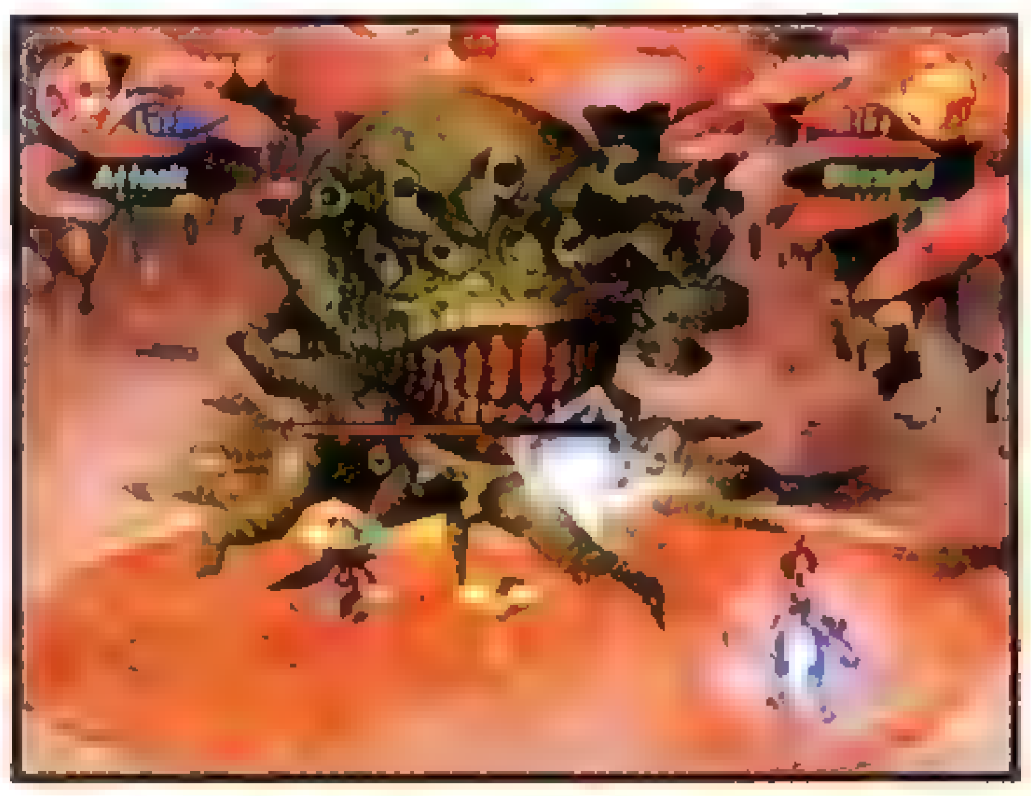
Monsters, magic and multiple players—Final Fantasy reaches the GCN!

Square Enix's legendary Final Fantasy franchise arrives on the Nintendo GameCube with an innovative adventure that takes Game Boy Advance connectivity to a new level. A single player can participate in a long character-building quest for the magical substance Myrrh by using a GCN Controller (and an optional GBA connection), or up to four players can join together with GBAs. The GBAs display maps and subscreens that allow players to equip their characters and manage their inventory.

Players select characters from four races, each with magic- or battle-oriented specialties, and various occupation options. The adventurers reap rewards after saving their village from the poisonous mist, Miasma, that has engulfed the game world.

One player (or a computer-controlled Moogle) carries the Crystal Chalice, which radiates magical protection for the entire party. On their journey to find Myrrh-producing trees, players clash with a varied collection of beasts. Battles are real-time and action-packed. Multiple players can coordinate with each other to create more-powerful magical attacks while a single player can combine spells in his or her inventory for more power.

COMMENTS: **Steven**—Crown FFCC the console king of multiplayer RPGs—all others are pretenders to the throne. Single-player mode is a rich experience, but it's dungeon-hacking party play that rules. **Scott**—Playing with a group of adventurers is a wonderful eye-opening experience that no Final Fantasy fan should miss. The real-time combat may come as a surprise to die-hard FF fans, but the systems are well-conceived and easy to use once you understand how they operate. **Jessica**—The music and graphics are simply breathtaking!



Defend
Attack

NINTENDO GAMECUBE
FINAL FANTASY CRYSTAL CHRONICLES
TEEN
SQUARE ENIX

- Nintendo 22
- 1 to 4 players simultaneously
- GBA Connectivity

ALAN	★★★★½
JESSICA	★★★★½
SCOTT	★★★★★
STEVE	★★★★½
STEVEN	★★★★★

TEEN T CONTENT RATED BY ESRB

Fantasy Violence

SONIC HEROES

Sonic and co. zip, bound and pound through an intense GCN adventure.

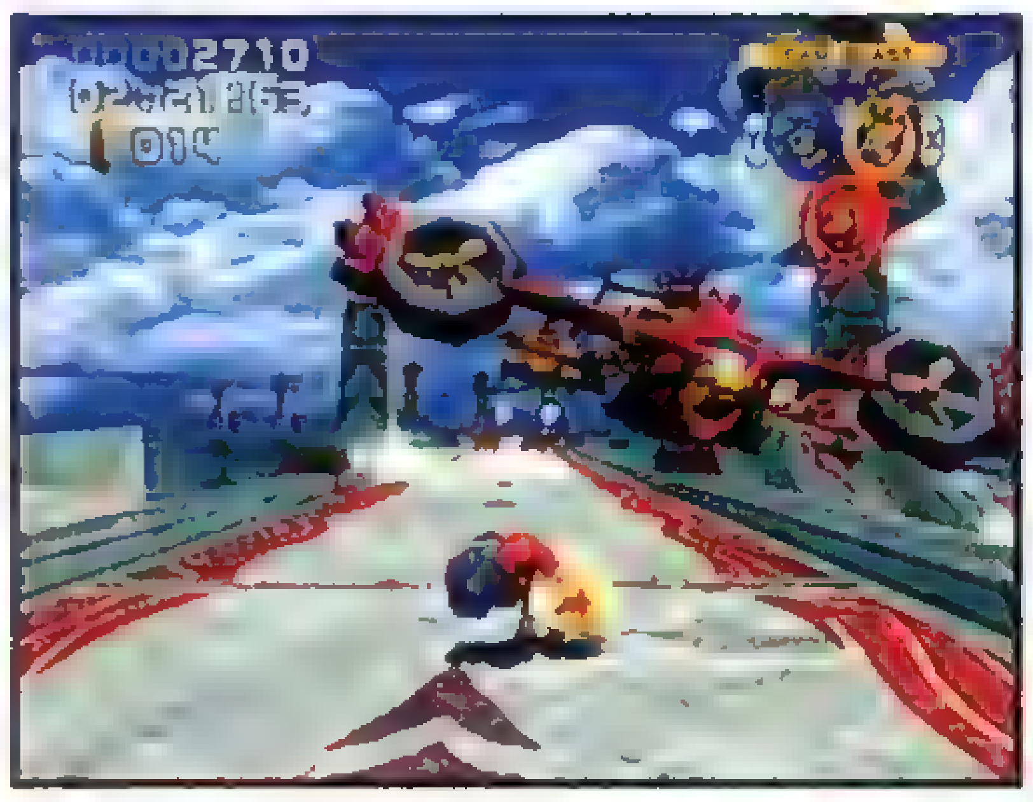
NINTENDO GAMECUBE
ALL NEW SONIC!
SONIC HEROES
SEGA
EVERYONE
E

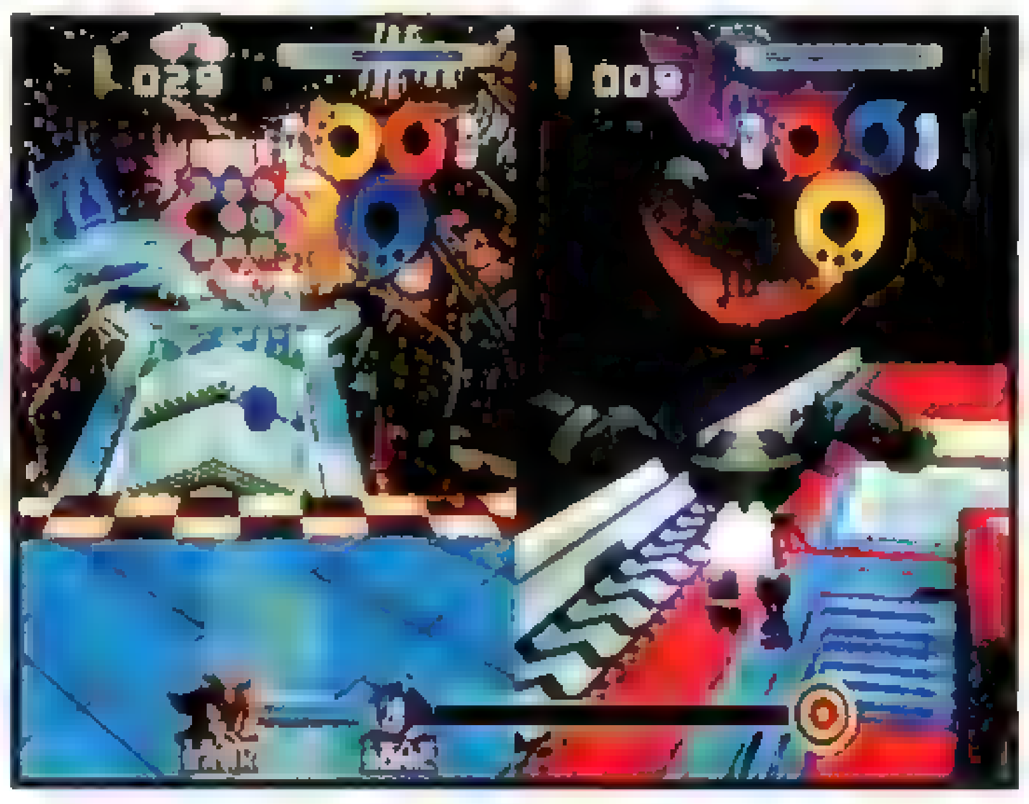
Available first on the Nintendo GameCube, Sonic Heroes is a kinetic single-player adventure and two-player competition that splits 12 Sonic characters into teams in a race to thwart Dr. Eggman's latest scheme. Each team has a speed specialist (like Sonic), a powerful puncher (like Knuckles) and a character who's fit for flying (like Tails). When the team takes on a challenge that's best suited to a particular character, that hero or heroine takes the lead.

Individual characters collect items to strengthen their attacks. They also build power to unleash devastating team assaults. Although fighting is important, the focus is on overcoming obstacles, bouncing off bumpers and speeding toward level goals. The track turns, splits, banks and loops, sometimes flying by so quickly that it's difficult to keep up with what's going on. Loops are particularly tricky, since control directions change midway through.

The two-player games comprise a collection of battles and races (some on go-carts) that you'll unlock as you progress in the single-player adventure.

The graphics are the best yet of any Sonic title—colorful and well-rendered—and the cut scenes, which vary depending on the team you select, are a delight.





COMMENTS: **Scott**—Classic Sonic gameplay gets a nice tweak with varied teams and their special strengths. And the different teams give the game plenty of replay value. **Steven**—Team-based maneuvers are just what Sonic needed to keep his momentum going for years to come. Fun stuff for the hedgehog's true-blue fans. **Steve**—As a loyal devotee of the series, I couldn't be more excited about Sonic Heroes's focus on high-speed action. I loved the Adventure games, but this is Sega's hedgehog at his finest.

- Sega 2
- 1 to 2 players simultaneously

CHRIS	★★★
GEORGE	★★★★½
SCOTT	★★★★½
STEVE	★★★★½
STEVEN	★★★★½

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

METROID: ZERO MISSION

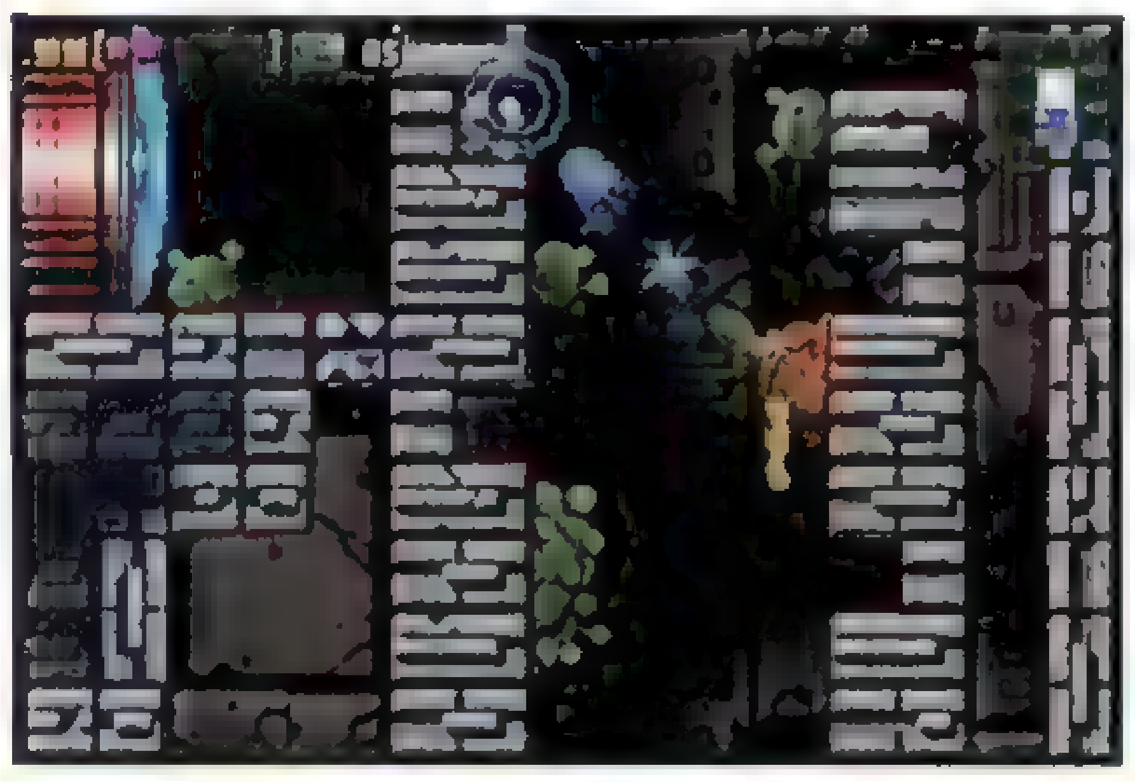
A past blast explodes into the present with new graphics and gameplay.

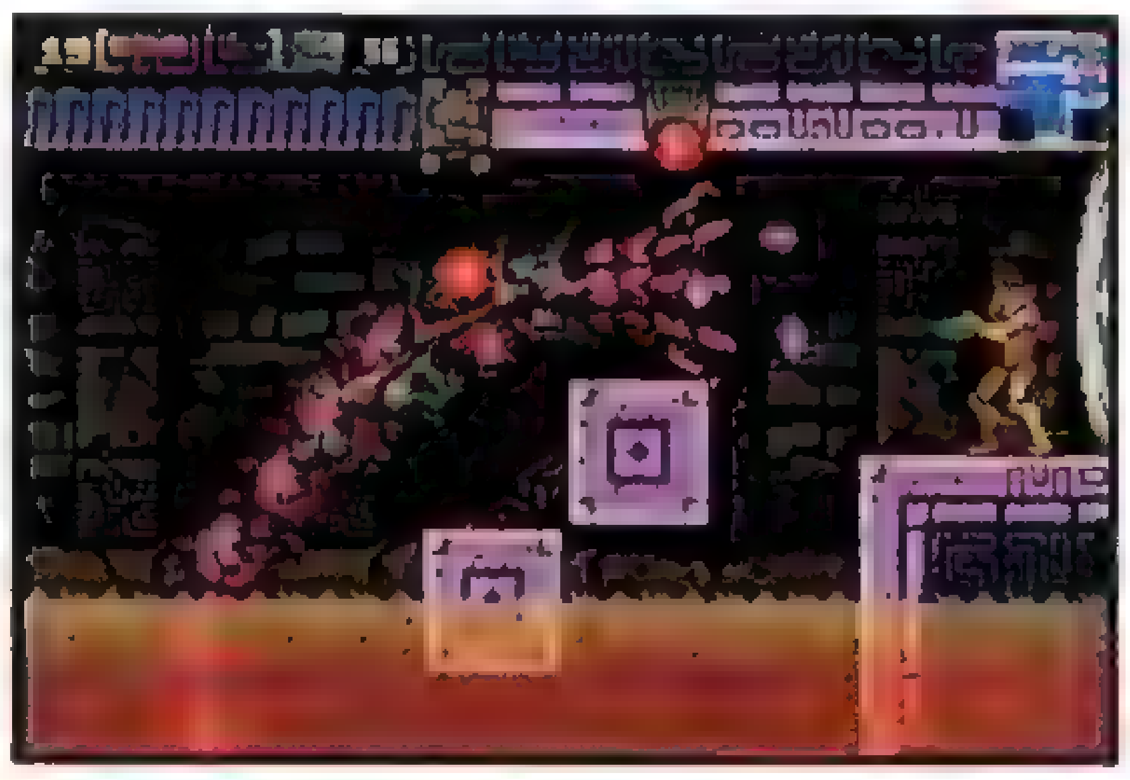
GAME BOY ADVANCE
METROID
ZERO MISSION
E

The adventure that launched the Metroid franchise returns to the spotlight on the GBA with a story that expands the scope of the original game in the series. Metroid: Zero Mission revisits Samus Aran's battle against the Mother Brain and the Space Pirates of Zebes with slick updated graphics, new level design and Power Suit items that span the series. It's the perfect introduction to Metroid for newbies and a revealing return to the past for longtime fans.

The cornerstones of the franchise's popularity are smooth play control and open exploration. You can play the game from beginning to end by strictly following the navigational aids provided by Chozo Statues, but the real fun comes in using items such as the new Power Grip (which allows you to hold on to ledges), and the Speed Booster, Screw Attack, Space Jump and Power Bombs to search the planet for secrets and hidden goodies. In an exciting twist, Samus is stripped of her Power Suit late in the game, turning the bounty hunter into the hunted.

By completing the adventure, you can unlock the original Metroid game with classic graphics intact. Connectivity with Metroid Fusion unlocks a gallery of end-game images from Samus's first GBA adventure.





COMMENTS: **Scott**—The Metroid series has never looked or played better. If you're worrying that MZM is just a graphical update to Metroid, don't. The game is much larger than the first Metroid, and it contains far more new than old. **Chris**—The music, graphics, character buildup, play control and level design are all well crafted. I love how it incorporates older Metroid games early on, then springs new and innovative ideas at the perfect moments.

- Nintendo/64 Megabits
- 1 player
- Connectivity with Metroid Fusion

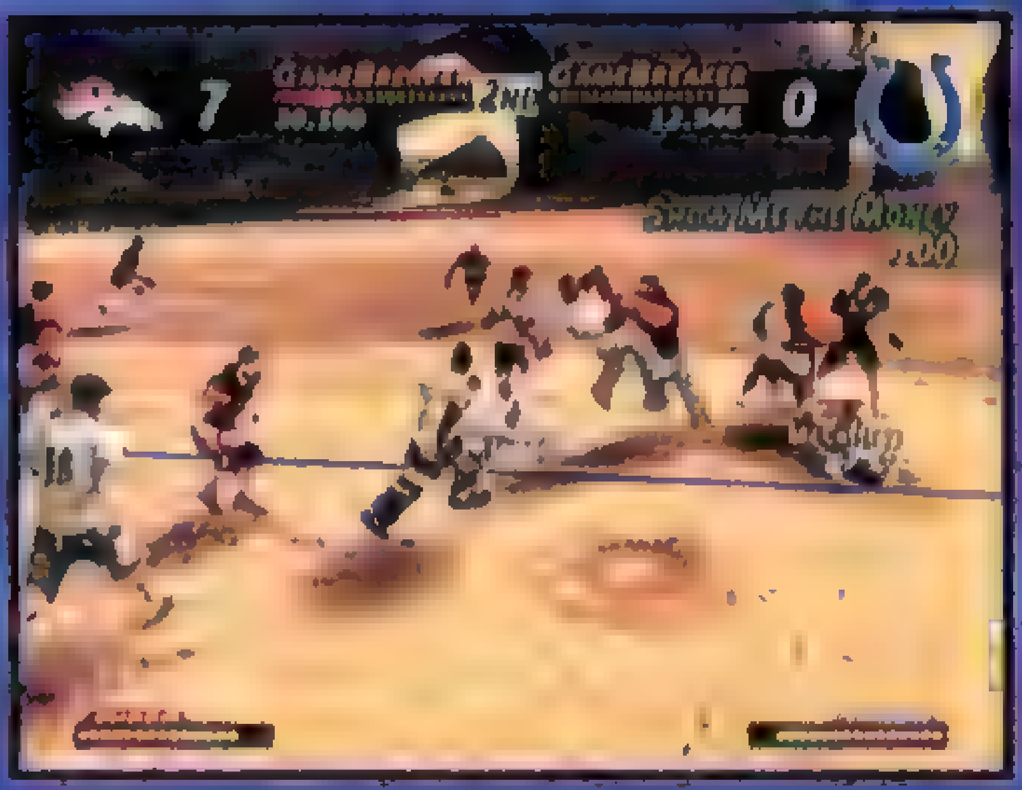
ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
SCOTT	★★★★½
STEVE	★★★★½

EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence

NFL STREET

- EA 3
- 1 to 4 players simultaneously

EVERYONE E Mild Violence



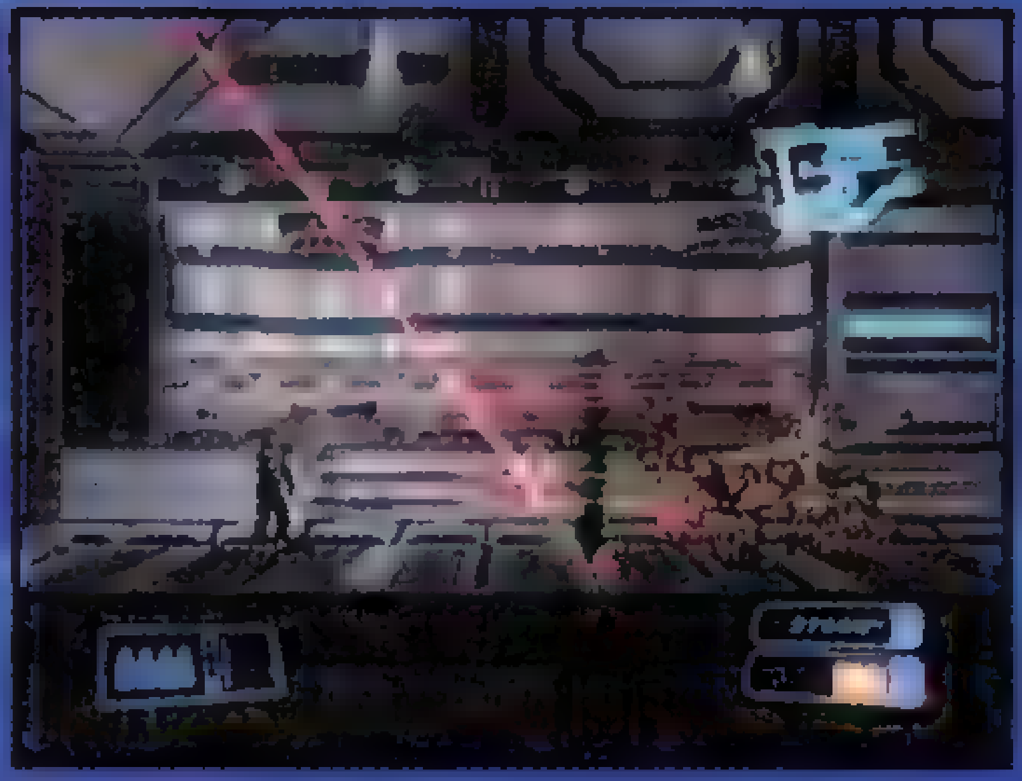
With seven players to a side, no place kickers and no clock, EA's NFL Street is stripped-down, smash-mouth football. Stars gut it out in pickup games and the eight-region NFL Challenge dares you to plow through every team. Between games, you can take on individual challenges to earn plays and player development points. You'll need the plays, because the initial selection is very limited. Style points and Gamebreakers add to the intense action.

ALAN	★★★★
GEORGE	★★★★★
SCOTT	★★★★½
STEVE	★★★★
STEVEN	★★★★★

BLOW OUT

- Majesco 1
- 1 player

TEEN T Blood Violence



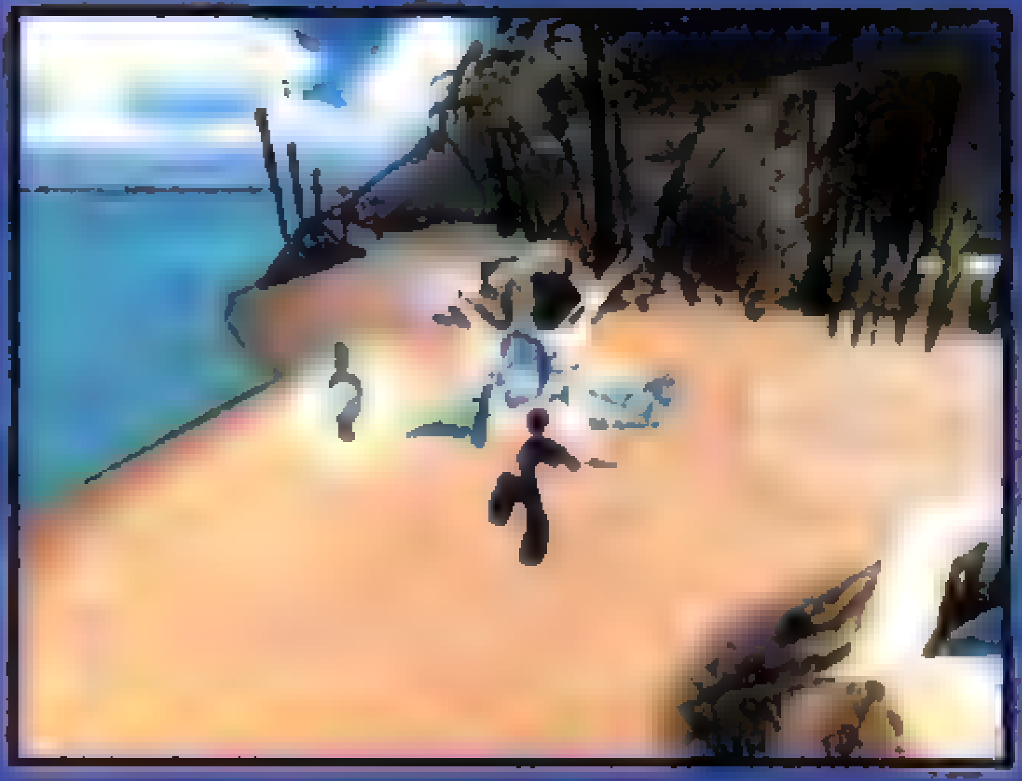
Futuristic soldier Dutch Cane blows through alien-infested space-station corridors in Majesco's value-priced side-scrolling shooter, Blow Out. The game's 14 enemy species crawl, leap and fly as you fry them with a small but powerful arsenal. The button assignments are nonintuitive, making for hand-twisting play control, and there is little variety in the 10 large environments, but pure action fans will enjoy the game's quick pace.

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★½
SCOTT	★★★★
STEVEN	★★★½

CARMEN SANDIEGO: THE SECRET OF THE STOLEN DRUMS

- BAM! 1
- 1 player

EVERYONE E Fantasy Violence



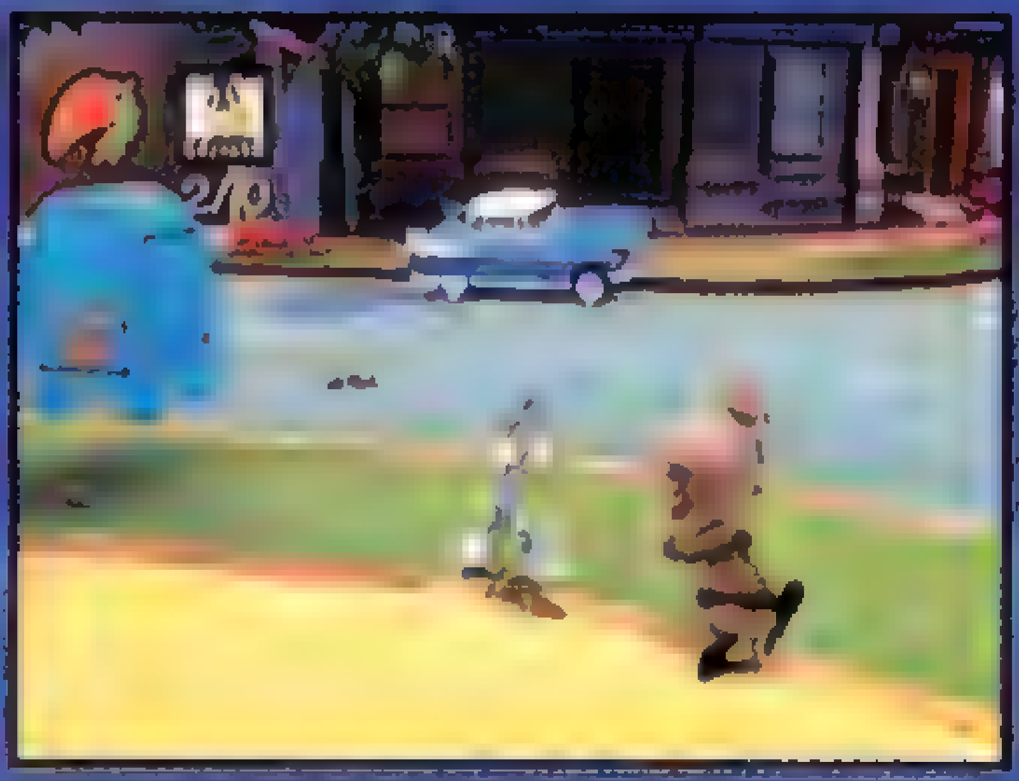
Master thief Carmen Sandiego is hot on the trail of a treasure that will give her immense power. As acrobatic A.C.M.E. agent Cole Gannon, you must uncover clues that lead to Carmen's whereabouts and beat her to the priceless item. The well-constructed platform adventure allows you to explore nine international locations and learn something of the history and geography of each area as you jump, climb, slide, walk tightropes and battle robots.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★½
JESSICA	★★★½
SCOTT	★★★★

LOONEY TUNES: BACK IN ACTION

- EA 2
- 1 player

EVERYONE E Cartoon Violence



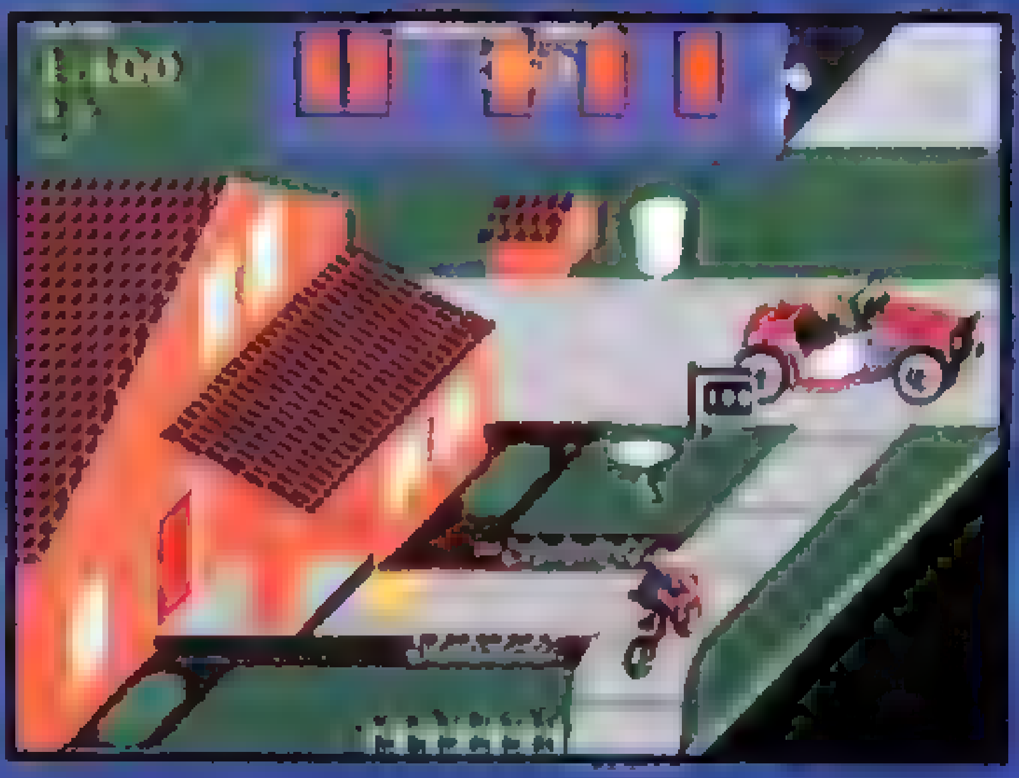
In EA's Looney Tunes: Back in Action, Bugs Bunny and Daffy Duck tag-team through a five-location platform-hopping romp. As the famous pair chases after the Blue Monkey Diamond, they battle the likes of Elmer Fudd and Marvin the Martian, and set off on endless item hunts. Although play control and character actions are well-tuned, some platforms are frustratingly difficult to reach. Multiple players can participate in unlockable minigames.

CHRIS	★★½
GEORGE	★★★½
JESSICA	★★★
SCOTT	★★★½
STEVEN	★★½

MIDWAY ARCADE TREASURES

- Midway 4
- 1 to 4 players simultaneously

TEEN T Blood and Gore Violence



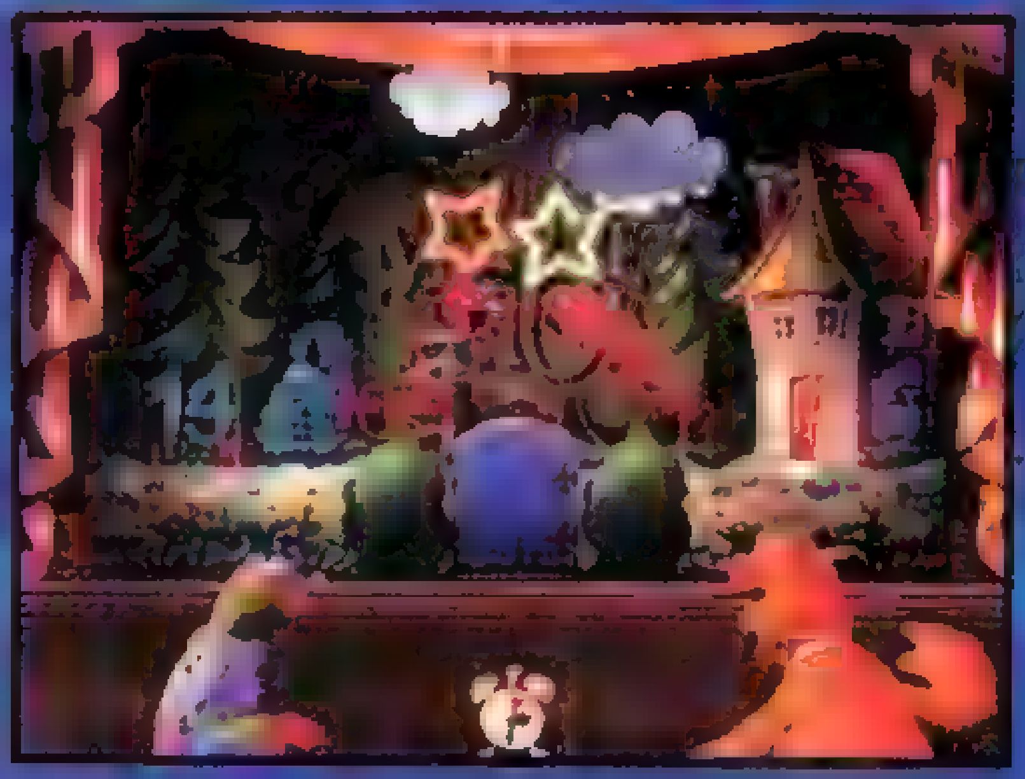
Defender, Joust, Smash TV, SpyHunter, Paperboy and Gauntlet lead a list of 24 Midway and Williams hits on the jam-packed Midway Arcade Treasures retrospective—it's a late-'80s arcade, all on one disc. The graphics may seem outdated, but the gameplay has held up over time. When you're not rolling through Marble Madness or negotiating rapids in Toobin', you can check out photos of the arcade units, along with interview footage from the developers.

ALAN	★★★★½
GEORGE	★★★★
SCOTT	★★★½
STEVE	★★★
STEVEN	★★★

THE MUPPETS PARTY CRUISE

- TDK Mediactive 7
- 1 to 4 players simultaneously

EVERYONE E Comic Mischief



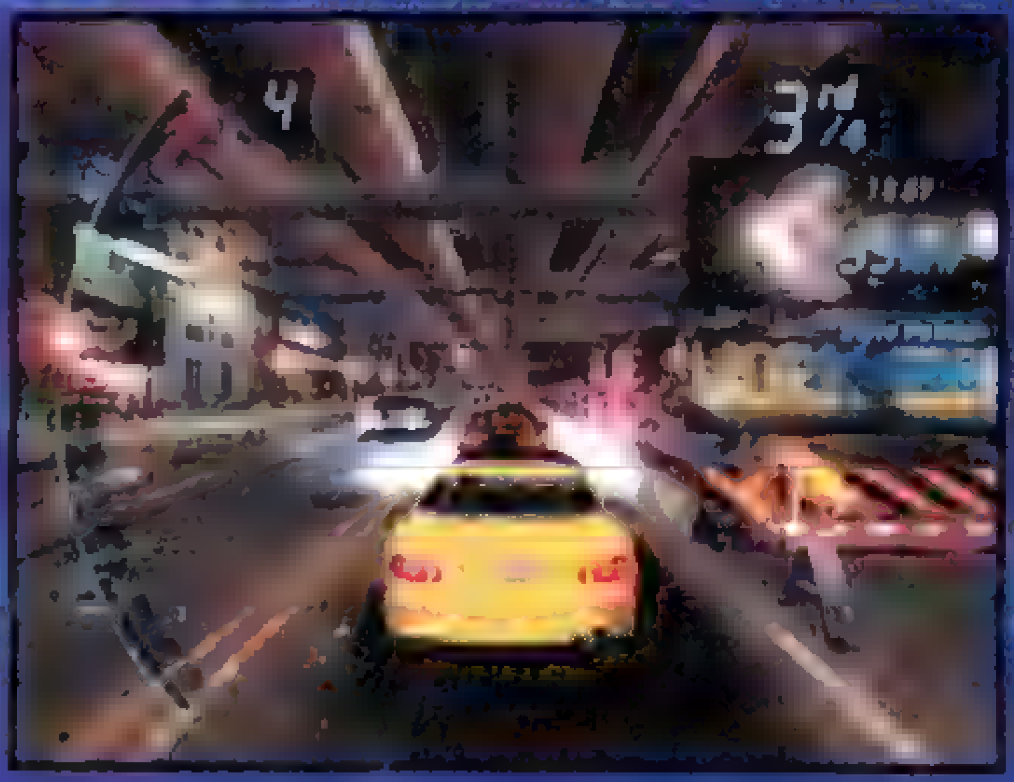
The Muppets gang is afloat for zaniness on the high seas in a four-player board-game party that plays host to 30 minigames, many of which have a nautical theme. Choose from six Muppets, such as Kermit, Miss Piggy and Fozzie, and make your way from the engine room to the lido deck by winning challenges and collecting party favors. The board-game rules are confusing, but the minigames are consistently fun and the cut scenes are hilarious.

CHRIS	★★★½
GEORGE	★★★★
JESSICA	★★½
SCOTT	★★★
STEVEN	★★★

NEED FOR SPEED: UNDERGROUND

- EA 9
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB
Mild Language
Suggestive Themes



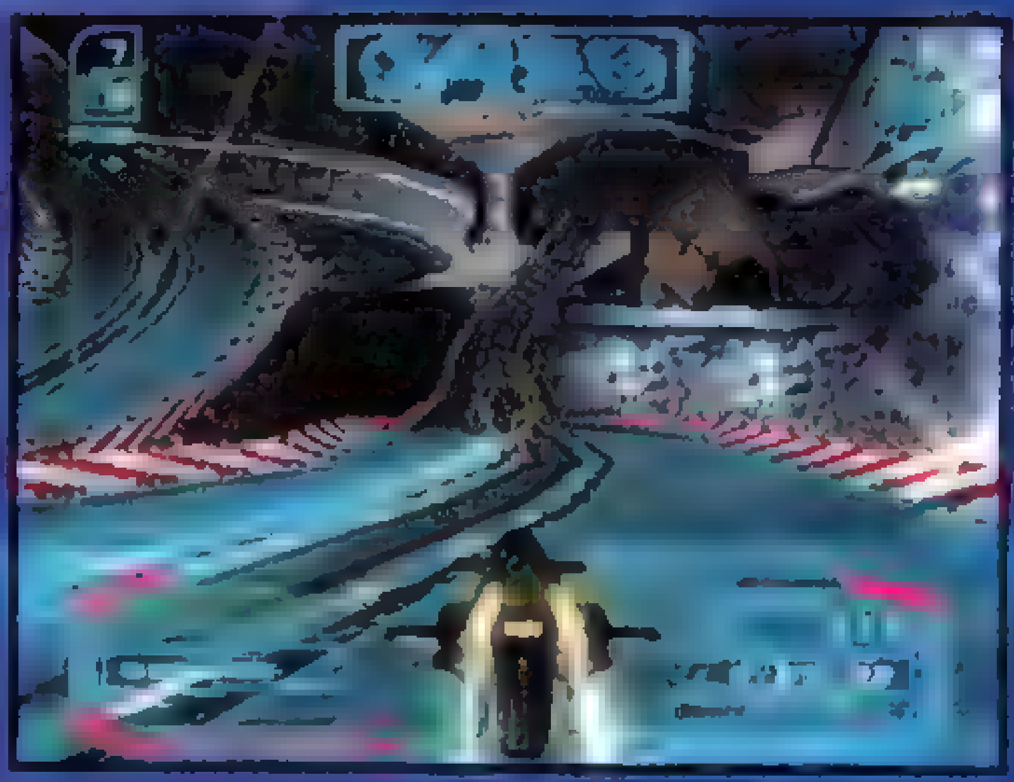
Ultra-slick graphics, fine-tuned control and a wide variety of events put Need for Speed: Underground at the head of the street-racing pack. Select from 20 real-life car models, such as the Honda Civic and the Mazda Miata, customize your ride with dozens of after-market parts and participate in more than 100 races (including drags and sprints) on your way to racing glory. The nighttime setting makes visibility difficult at times, but that's part of the challenge.

CHRIS	★★★★
GEORGE	★★★★½
SCOTT	★★★★½
STEVE	★★★½
STEVEN	★★★★

XGRA: EXTREME G RACING ASSOCIATION

- Acclaim 20
- 1 to 4 players simultaneously

TEEN T CONTENT RATED BY ESRB
Mild Violence
Mild Language



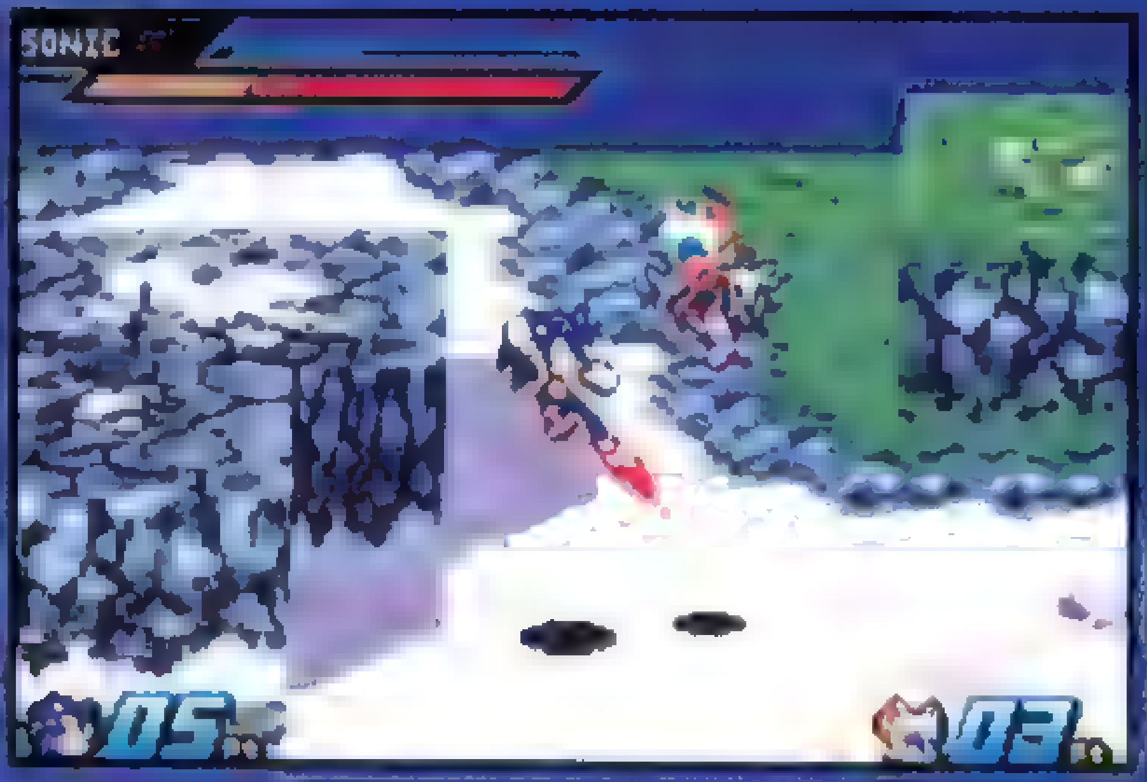
Twisting, branching tracks cut through futuristic environments in the latest Extreme G racer from Acclaim. Select from eight pilots and take off for a career or participate in individual events. You'll begin by earning a spot on a racing team, then you'll jump into a variety of race types with different goals (destroying opponents, establishing records). The graphics are top-notch and the techno music mix goes well with the game's energy and style.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★½
STEVE	★★★

SONIC BATTLE

- Sega/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Mild Cartoon Violence



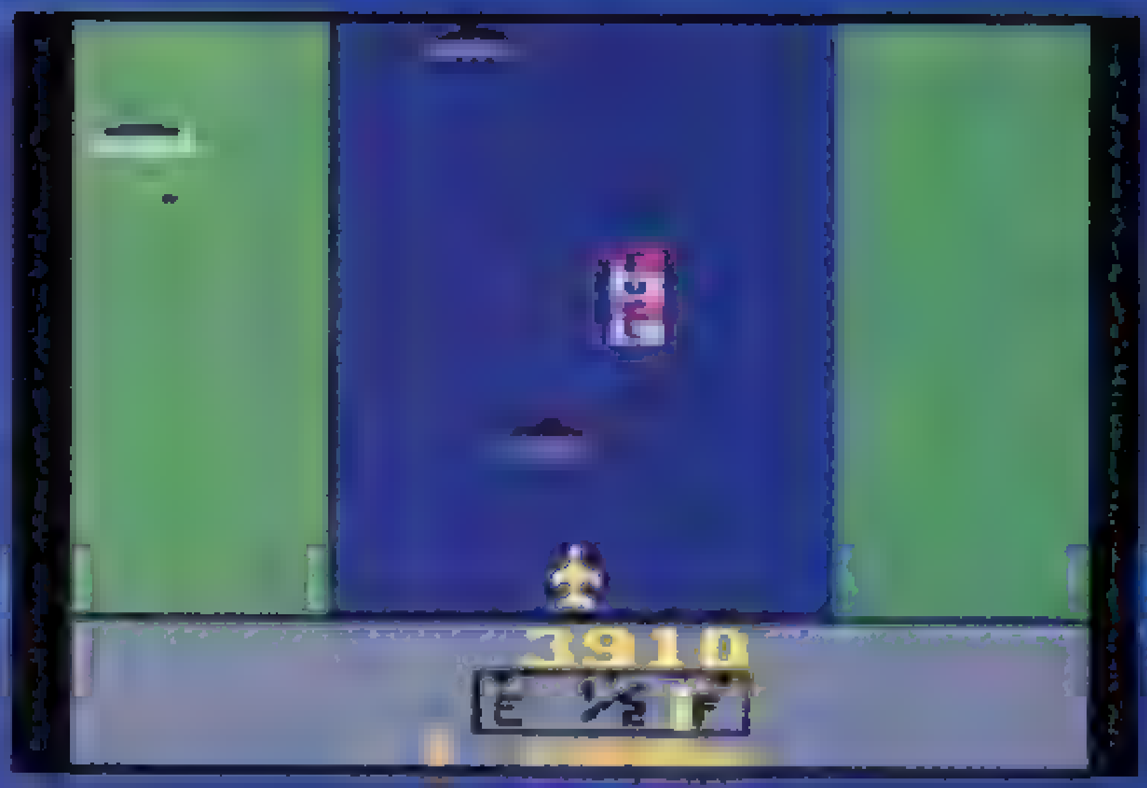
Four Sonic characters drop into a 3-D arena and one emerges the victor in a fighter that has similarities to the Super Smash Bros. series. Choose from eight characters and take on opponents in 10 arenas. A single-player story mode strings together fights between story sequences, while individual battles allow up to four players to participate. Moves are limited, but the overall experience is tons of fun.

GEORGE	★★★½
JESSICA	★★★
SCOTT	★★★½
STEVE	★★★★
STEVEN	★★★★½

ACTIVISION ANTHOLOGY

- Aspyr Media/64 Megabits
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB
Animated Blood
Violence



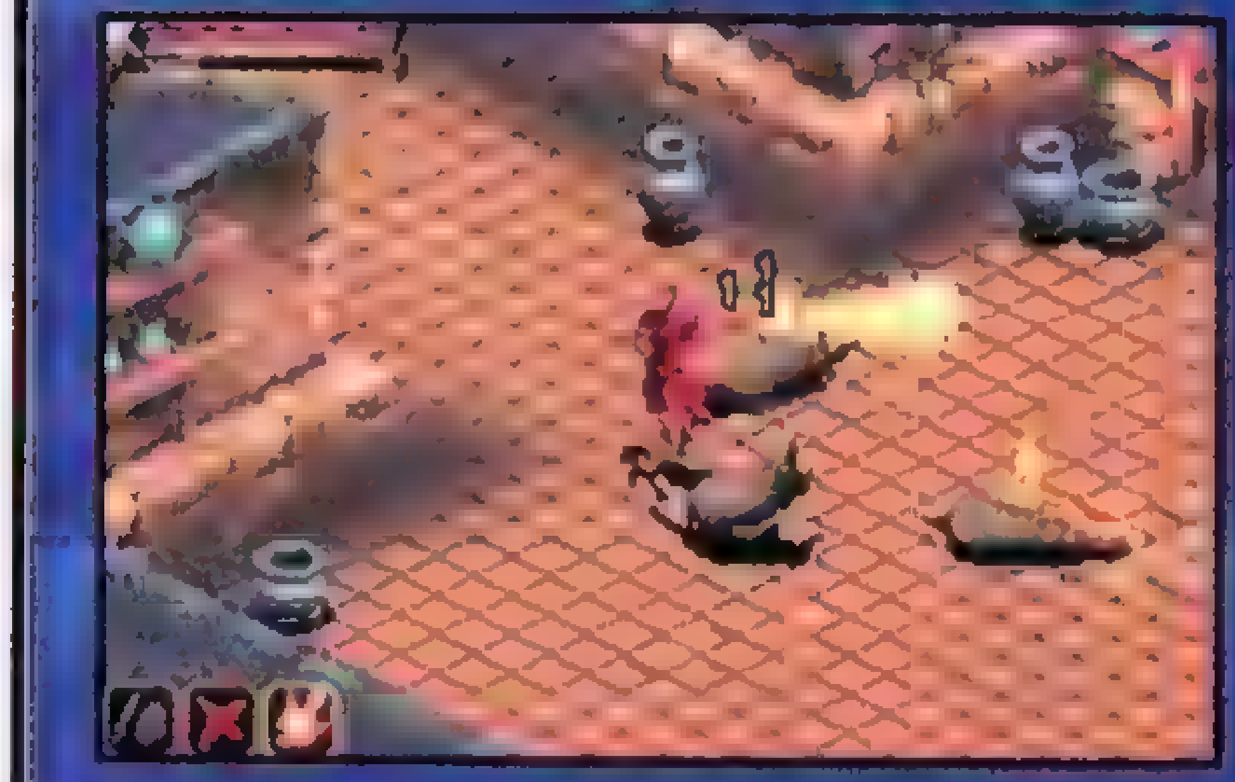
Although the quantity in retro-package Activision Anthology is impressive, the quality is spotty. Offering 55 titles, including Laser Blast and Robot Tank, the collection ranges from simple shooters to sports, the most successful of which are Baseball and Tennis. Since some of the titles, such as the window-treatment simulation Venetian Blinds, have no rules or scoring systems, it would be difficult to qualify them as games.

ALAN	★★★
CHRIS	★★★
GEORGE	★★
SCOTT	★★
STEVEN	★★

BALDUR'S GATE: DARK ALLIANCE

- Destination/64 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB
Mild Language
Use of Alcohol



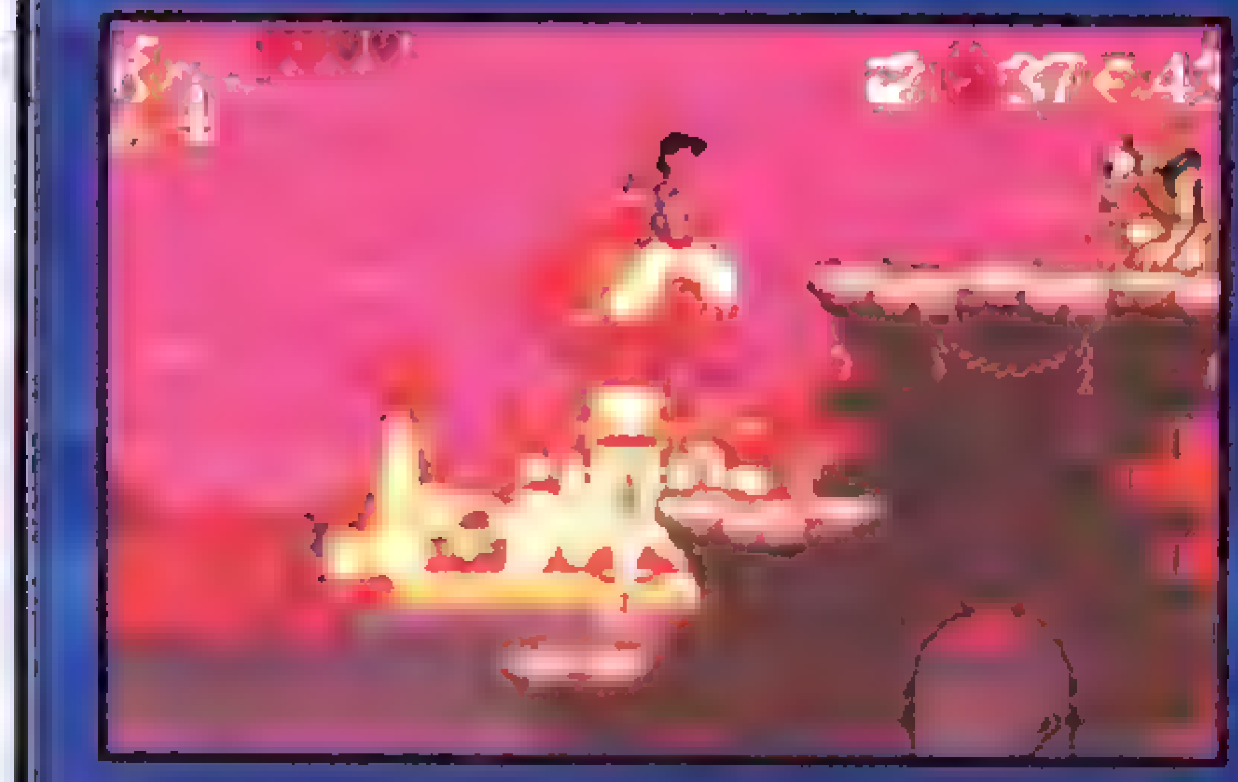
Step into the leather shoes and worn armor of a fighter, a wizard or an archer and take on dungeons full of scoundrels in the GBA adaptation of Baldur's Gate: Dark Alliance. Although characters have the attributes and expendable skill points that you would expect to see in an RPG, the game emphasizes action over strategy. The graphics are a detailed wonder, though walls sometimes block your view.

ALAN	★★★½
GEORGE	★★★★
JESSICA	★★★★
SCOTT	★★★★
STEVE	★★★★½

DISNEY'S ALADDIN

- Capcom/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Mild Violence



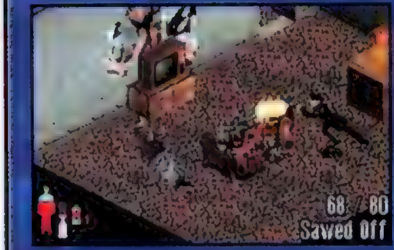
Leaping from ledge to ledge, sliding on ropes and bouncing off thieves, Aladdin demonstrates perfect platforming skills in a faithful translation of Capcom's Super NES classic. With the original control and graphics intact, the game takes you from Agrabah to Jafar's palace. There are a few challenging sections, but all fans of the Aladdin franchise—even novice gamers—should be able to sail through all six areas.

GEORGE	★★★½
JESSICA	★★★★
SCOTT	★★★½
STEVE	★★★
STEVEN	★★★★

MAX PAYNE

- Rockstar Games/128 Megabits
- 1 player

MATURE 17+ M
Violence
Blood
Drug Reference
CONTENT RATED BY ESRB



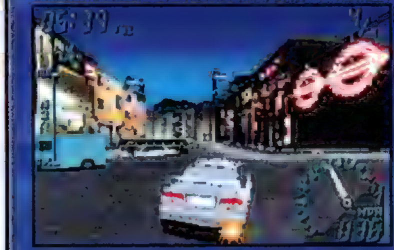
Violent, isometric-view shooter Max Payne tells a tale of revenge with a neo-noir style, complete with fully narrated cut scenes. The lock-and-key puzzles are easily solved, but the difficulty level for action sequences is extremely high and the game offers only a limited number of lives before you must restart the level. The art is detailed and extremely graphic.

ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★★½

NEED FOR SPEED: UNDERGROUND

- EA/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E
Mild Lyrics
CONTENT RATED BY ESRB



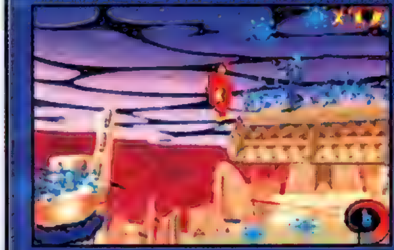
Hot on the heels of Porsche Unleashed, EA presents another great GBA Need for Speed title. Like its GCN companion, Underground focuses on street racing with 14 licensed cars in circuit, sprint, drag and drift events. Although the game's detailed visuals are great to look at, they can be distracting when you're searching for the next turn. The absence of a course map compounds the problem.

CHRIS	★★½
GEORGE	★★★½
JESSICA	★★★
SCOTT	★★★★
STEVEN	★★★★

OZZY & DRIX

- Midway/64 Megabits
- 1 player

EVERYONE E
Comic Mischief
Mild Violence
CONTENT RATED BY ESRB



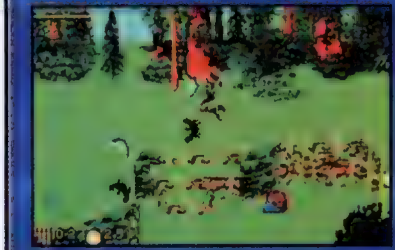
Osmosis Jones spin-off cartoon Ozzy & Drix hits the GBA with a side scroller that will test your timing and patience. As you guide white blood cell Ozzy and cold pill Drix against Spryman's army of zombified germs, you must cross wide gaps and ride moving platforms, often leaping before you can see your destination. Unfortunately, there's no cure for nonresponsive control and poorly rendered graphics.

ALAN	★½
GEORGE	★½
JESSICA	★★★½
SCOTT	★★★
STEVEN	★★

PETER PAN: THE MOTION PICTURE EVENT

- Atari/32 Megabits
- 1 player

EVERYONE E
Fantasy Violence
CONTENT RATED BY ESRB



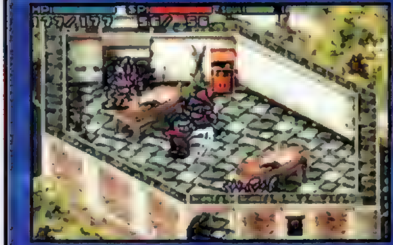
Based on the recent feature-film retelling of the classic Peter Pan story, Atari's Peter Pan: The Motion Picture Event is a linear adventure that strings together side-scrolling flight levels with isometric-view action levels. Rough hit detection, nonintuitive puzzles and small characters make the game difficult to play at times, but the payoff is a fun story and beautiful film stills that make up the cut scenes.

CHRIS	★★
GEORGE	★★★
JESSICA	★★½
SCOTT	★★½
STEVE	★

SHINING SOUL II

- Atlus/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E
Alcohol Reference
Cartoon Violence
CONTENT RATED BY ESRB



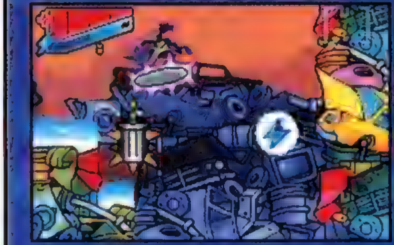
With twice as many character classes as the first Shining Soul title, more side quests and a stronger emphasis on multiplayer action, Shining Soul II is sure to please players looking for a long, open-ended hack-and-slash experience. Slow-to-roll-out dialogue bogs down the game at the beginning, but the pace quickens when the fighting begins. Multiple players can band together or divide and conquer.

ALAN	★★★★
GEORGE	★★★★
SCOTT	★★★★½
STEVE	★★★★
STEVEN	★★★★½

STATIC SHOCK

- Midway/64 Megabits
- 1 player

EVERYONE E
Cartoon Violence
CONTENT RATED BY ESRB



Fresh from his successful WB cartoon, teenage superhero Static zaps baddies Hotstreak, Ebon, The Breed and their brood in a seven-episode platformer that captures the show's stylized art and humor. With help from his buddy Gear, Static can magnetically manipulate metal objects to clear the path and even fly over barriers on a supercharged manhole cover. The action is accompanied by an upbeat hip-hop soundtrack.

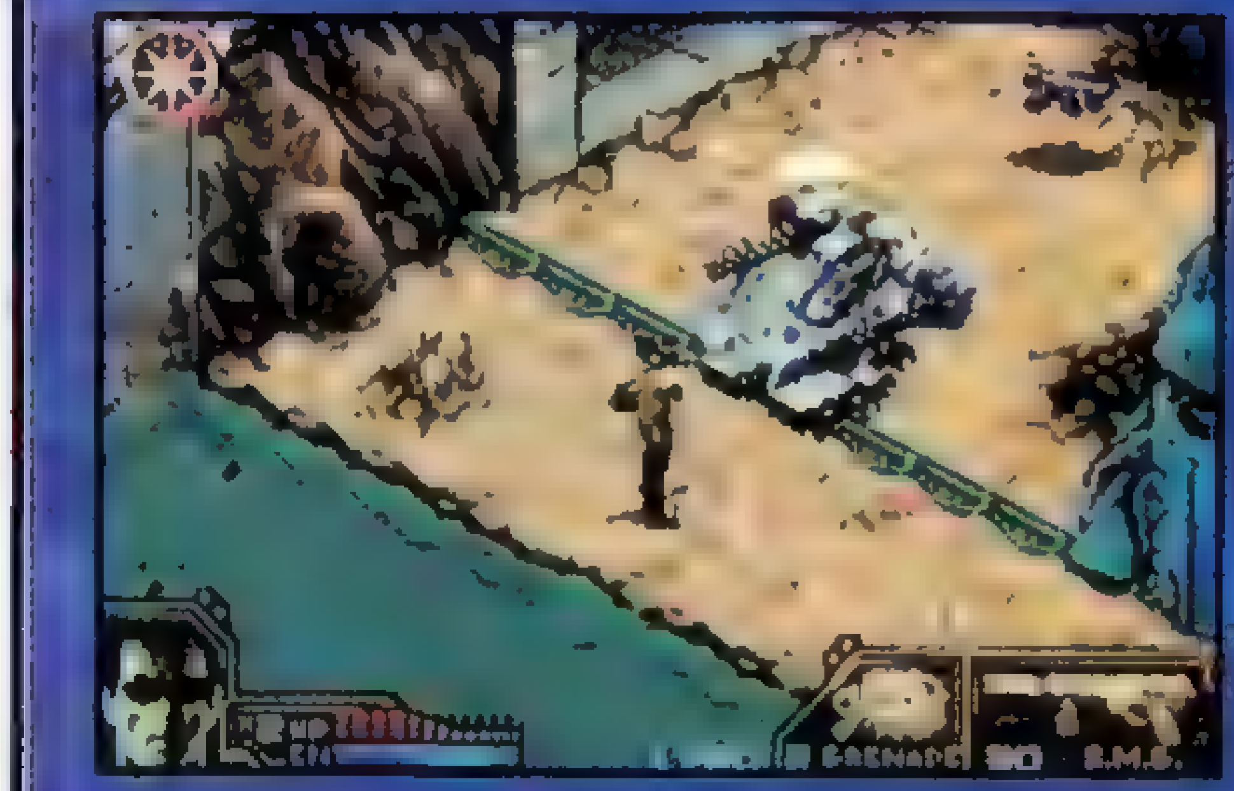
GEORGE	★★★★
JESSICA	★★½
SCOTT	★★★
STEVE	★★★½
STEVEN	★★★★

TERMINATOR 3: RISE OF THE MACHINES

- Atari/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN

Mild Violence



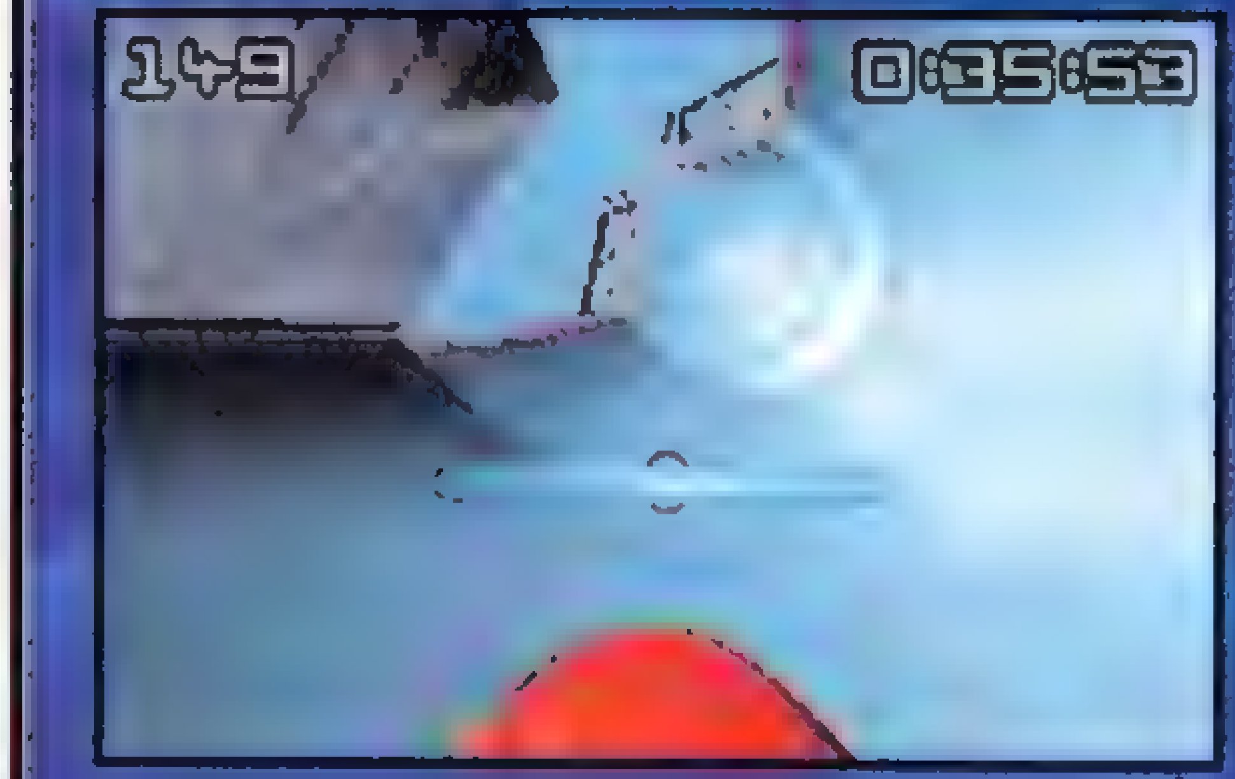
GBA Covering more territory than the recent film, T3 for the GBA follows the Terminator's quest to travel to the present day and save John Connor from the lethal T-X. The game's 10 huge isometric-view levels are filled with enemy robots and high-tech traps. By using the Terminator's Thermovision, you can identify breakable barriers. The play control is solid, though aiming can be difficult at times.

ALAN	★★★
CHRIS	★★★★
GEORGE	★★★½
SCOTT	★★★★
STEVE	★★½

ULTIMATE WINTER GAMES

- Telegames/64 Megabits
- 1 to 2 players alternating
- Single-Pak Game Link

EVERYONE



GBA A quartet of snow and ice events—downhill skiing, snowboarding, bobsled and curling—comprise Telegames's latest sports collection. Three of the events are races, but they offer a fair amount of gameplay variety. Although it's difficult to pull off tricks in the snowboarding competition, the play control as a whole is very good. Linked competition is limited to curling. Other two-player events use a single GBA.

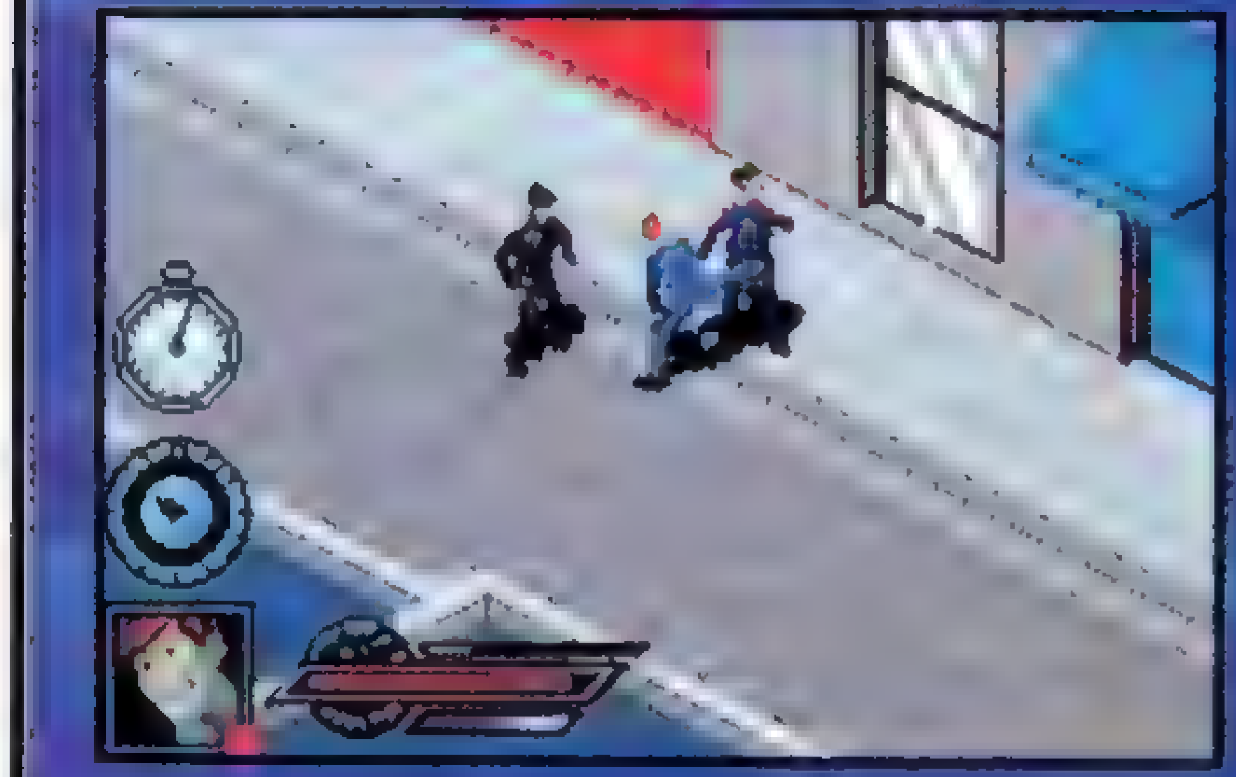
ALAN	★★½
CHRIS	★★½
GEORGE	★★★½
SCOTT	★★★½
STEVE	★★½

YU YU HAKUSHO: SPIRIT DETECTIVE

- Atari/64 Megabits
- 1 player

TEEN

Mild Violence



GBA Anime phenomenon and recent stateside import Yu Yu Hakusho debuts on the GBA with a 22-level isometric-view adventure. The story covers the first third of the show's 112-episode run and begins with the spirit origins of the main character, Yusuke. The action amounts to fighting enemies and collecting items. A compass points to your current objective, but it's still easy to get lost in the game's complex levels.

ALAN	★★
CHRIS	★★
GEORGE	★★★
JESSICA	★★
SCOTT	★★½

KEY

GCN GBA GBC

7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: RPG, SPORTS, STRATEGY, ADVENTURE, SHOOTER, RACING, PLATFORM, ARCADE, PUZZLE, FIGHTING

CHRIS: ADVENTURE, SPORTS, ARCADE, STRATEGY, SHOOTER, RPG, PUZZLE, RACING, PLATFORM, FIGHTING

GEORGE: STRATEGY, ADVENTURE, RPG, PUZZLE, SPORTS, ARCADE, PLATFORM, RACING, FIGHTING, SHOOTER

JESSICA: RPG, STRATEGY, PUZZLE, ADVENTURE, PLATFORM, ARCADE, FIGHTING, RACING, SPORTS, SHOOTER

SCOTT: STRATEGY, ADVENTURE, RPG, SPORTS, SHOOTER, PLATFORM, RACING, PUZZLE, ARCADE, FIGHTING

STEVE: ADVENTURE, PLATFORM, RPG, STRATEGY, SHOOTER, SPORTS, FIGHTING, ARCADE, RACING, PUZZLE

STEVEN: RPG, ADVENTURE, STRATEGY, SHOOTER, PLATFORM, ARCADE, PUZZLE, RACING, FIGHTING, SPORTS

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EC	Early Childhood
E	Everyone
T	Teen (13+)
M	Mature (17+)
AO	Adult (18+)
RP	Rating Pending

To contact the ESRB, visit www.esrb.com or call 1-800-771-3772.

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SP

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1. Who trained the Gemma Knights?
2. When is the gate to Vinquette Hall open?
3. What is the name of the hero's first spirit?
4. What world do Count Lee and Isabella come from?
5. What is the name of the leaflet distributor in Wendel?
6. Who forges weapons and armor in the hot house?
7. Where will you find the Tiny Tapper?
8. Weapons of which attack trait work best against a Needlebeak?
9. Who asks for glittering items?
10. Who will you free by defeating Devius?

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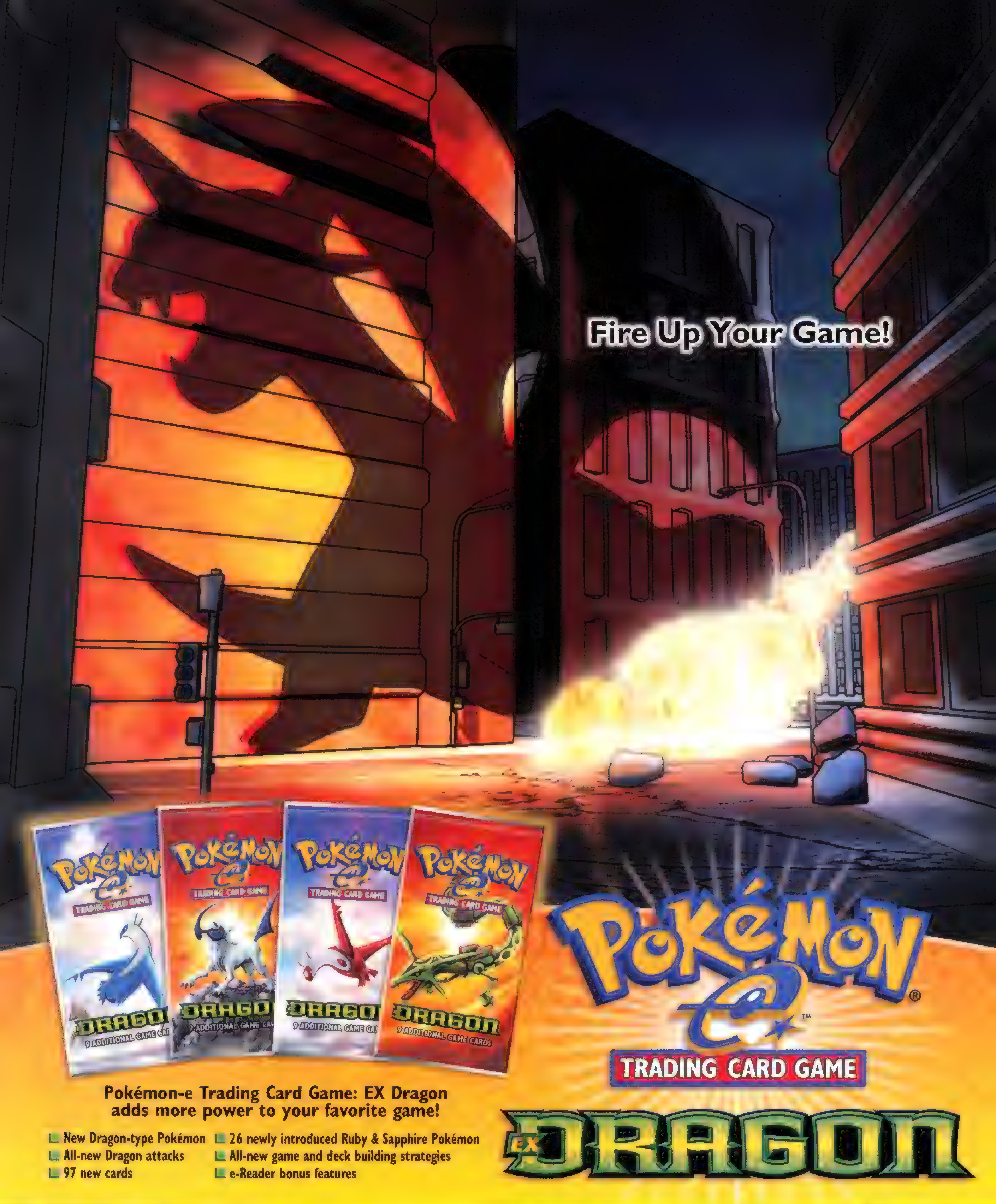
P.O. BOX 97063
REDMOND, WA 98073-9763

Enter as often as you wish. To be eligible to win a prize, entries must be completed and received by NOA by 2/1/04 ("Entry Deadline"). On or about 2/15/04 NOA will attempt to contact all eligible entrants who have correctly answered all questions. If five (5) or fewer entrants have answered all of the questions correctly, they will each be declared winners and awarded a prize. In the event that more than five (5) entrants have answered all questions correctly, NOA will contact those qualifying entrants to write a tiebreaker essay related to the Sword of Mana game (the "Game"). Five (5) winner(s) will be chosen from those qualifying entrants by a panel of NOA judges in their sole discretion, based on which essays are deemed to be the most apt, original, interesting and factually accurate with respect to the Game. NOA will attempt to notify potential winners by mail by 4/15/04. Prizes not claimed within 14 days after mailing of notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning depend on total number of eligible entries received. Winners will each receive a Special Edition* Sword of Mana Game Boy Advance SP. Approximate Retail Value (ARV) of Grand prize package is $100.00 each. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. No transfer or substitution of prizes permitted except that NOA may substitute a prize of equal or greater value for any prize. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winner(s) (and if winner is a minor, his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned within 15 days after notification will result in prize forfeiture. By entering, you and, if you are a minor, your parents or legal guardians, release NOA, its parent and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants hereby consent to being placed on a mailing list for promotional materials. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. All entries and materials submitted to NOA in connection with the Contest ("Entry Materials"), along with all intellectual property rights associated therewith, become the property of Sponsor upon submission and will not be returned to any entrant. Without limiting the foregoing, you acknowledge and agree that NOA will own all rights to use, modify, reproduce, publish, perform, display, distribute, make derivative works of, and otherwise exploit such Entry Materials in any way without separate compensation to you or any other person or entity. You hereby represent and warrant that (a) you own all rights to the Entry Materials submitted by you, and that all such Entry Materials are original works of authorship by you and have not been copied in whole or in part from any other work, and do not violate or misappropriate any intellectual property rights of any third party. NOA is not responsible for late, lost, illegible or misdirected mail, or any Contest disruptions, injuries or damages due to causes beyond NOA's control, or for printing or typographical errors in any materials associated with the Contest. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. The Contest and these official rules will be governed, interpreted and enforced under the laws of the State of Washington. For a copy of the winners list, [illegible] after 4/15/04, a [illegible] to the address above. VT residents may omit return postage. The Contest and all accompanying materials are Copyright © 2004 by Nintendo of America Inc.

*Special Edition Sword of Mana Game Boy Advance SP only available for sale in Japan.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The Haunted Mansion
Hitman 2: Silent Assassin
The Hulk
Jimmy Neutron Boy Genius
Jimmy Neutron Boy Genius: Jet Fusion
The Legend of Zelda: Ocarina of Time/Master Quest
The Legend of Zelda: The Wind Waker
The Lord of the Rings: The Return of the King
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metal Arms: Glitch in the System
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Pokémon Channel
Prince of Persia: The Sands of Time
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Code: Veronica X
Resident Evil Zero
Roadkill
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
The Simpsons: Hit & Run
Sonic Adventure 2: Battle
Sonic Adventure DX: Director's Cut
Spawn: Armageddon
Sphinx and the Cursed Mummy
Spider-Man: The Movie
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Star Wars Rogue Squadron III: Rebel Strike
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Tonka Rescue Patrol
Top Gun: Combat Zones
True Crime: Streets of L.A.
Universal Studios Theme Parks Adventure
Viewtiful Joe
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY

Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Disney's Party
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mario Party 5
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Midway Arcade Treasures
Monopoly Party
Muppets Party Cruise
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Pac-Man Vs.
Rayman Arena
Shrek Super Party
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2

FIGHTING

Batman: Rise of Sin Tzu
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Dragon Ball Z: Budokai
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Soul Calibur II
Super Smash Bros. Melee
Teenage Mutant Ninja Turtles
UFC Throwdown
Ultimate Muscle: Legends vs. New Generation
X-Men: Next Dimension
WWE Wrestlemania X8
WWE Wrestlemania XIX

PLATFORM

Billy Hatcher and the Giant Egg
Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
The Fairly OddParents: Breakin' da Rules
Frogger Beyond
Frogger's Adventures: The Rescue
The Hobbit
I-Ninja
Looney Tunes: Back in Action
Mega Man Network Transmission
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
Sonic Heroes
Spirits & Spells
SpongeBob SquarePants: Battle for Bikini Bottom
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Tak and the Power of Juju
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE

Bust-a-Move 3000
Disney's Hide & Sneak
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING

18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Auto Modellista
Burnout
Burnout 2: Point of Impact
Cel Damage
City Racer
Crash Nitro Kart
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Drome Racers
Extreme G 3
F1 2002
Freaky Flyers
Freekstyle
Freestyle Metal X
F-Zero GX
Grooverider: Slot Car Thunder
Hot Wheels: Velocity X
Hot Wheels: World Race
Jeremy McGrath Supercross World
Kirby Air Ride
Mario Kart: Double Dash!!
Mat Hoffman's Pro BMX 2
Monster 4x4: Masters of Metal
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Need for Speed Underground
Pro Rally 2002
R: Racing Evolution
Rally Championship
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Speed Kings
SX Superstar
Tube Slider
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour
XGRA: Extreme Racing Association

RPG

Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Gladius
Goblin Commander: Unleash the Horde
Lost Kingdoms
Lost Kingdoms II
Medabots Infinity
Phantasy Star Online Episode I & II
The Sims
The Sims Bustin' Out
Skies of Arcadia Legends
Summoner: A Goddess Reborn
Yu-Gi-Oh!: Falsebound Kingdom

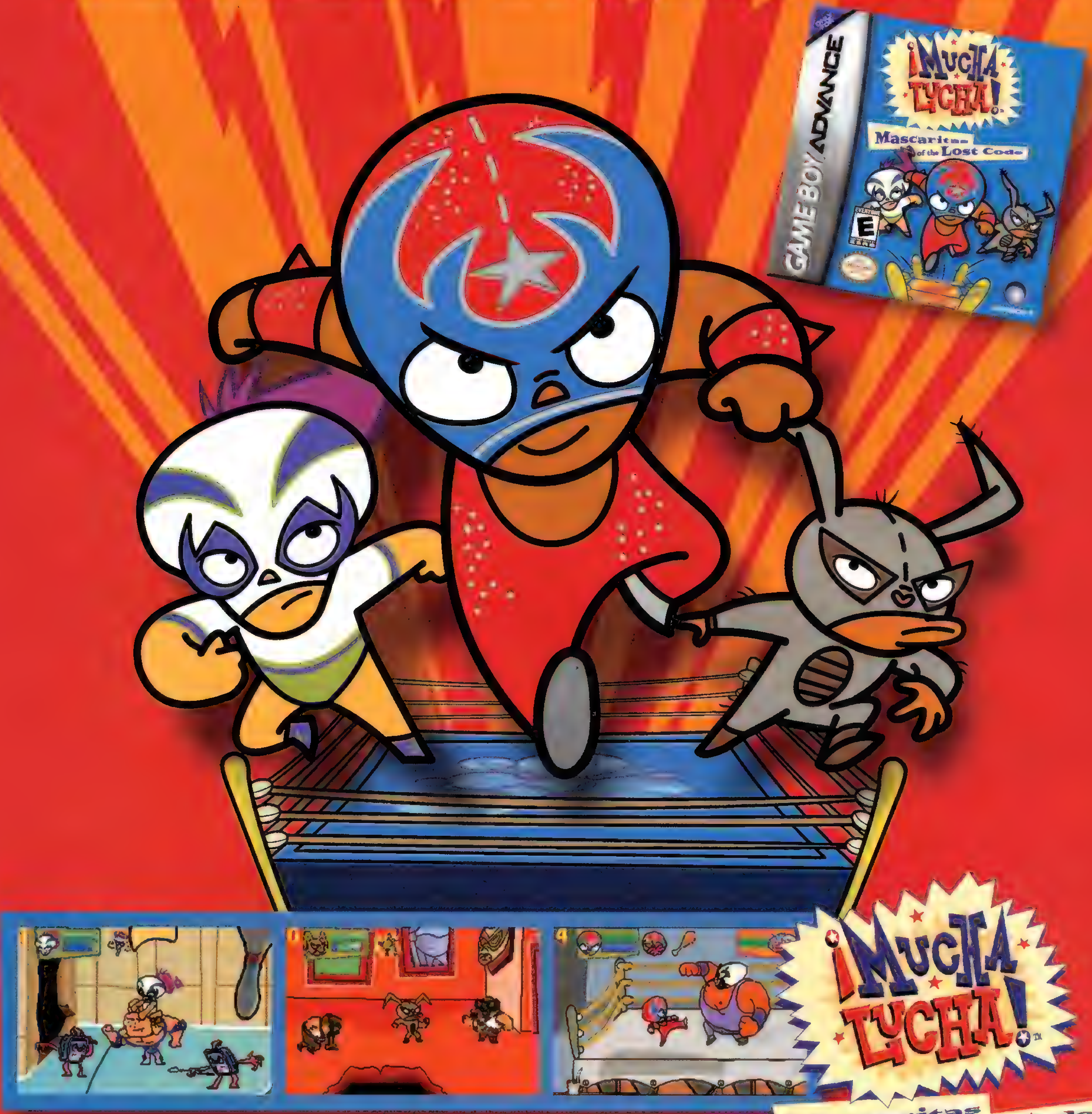
SHOOTER

Dead to Rights
Die Hard: Vendetta
Freedom Fighters
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Medal of Honor: Rising Sun
Men in Black II: Alien Escape
Red Faction II
Rogue Ops
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution
XIII

SPORTS

1080°: Avalanche
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Baseball
Backyard Football
Beach Spikers
Big Air Freestyle
Black & Bruised
BMX XXX
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
Disney's Extreme Skate Adventure
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
Evolution Snowboarding
FIFA Soccer 2002
FIFA Soccer 2003
FIFA Soccer 2004
Go! Go! Hypergrind
Harry Potter: Quidditch World Cup
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Mario Golf: Toadstool Tour
MLB SlugFest 20-03
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Live 2004
NBA Street
NBA Street Vol. 2
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL Blitz Pro
NFL QB Club 2002
NFL Street
NHL 2003
NHL 2004
NHL 2K3
NHL Hitz 20-02
NHL Hitz 20-03
NHL Hitz Pro
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX 3
SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tiger Woods PGA Tour 2004
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

¡Mucha Lucha!™, the hottest new comedy adventure series on Kids' WB!, comes to the Game Boy® Advance system. Wrestle your way through this wacky adventure in the quest to recover the all-important Code of Masked Wrestling!



¡MUCHA LUCHA!™

Mascaritas of the Lost Code

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Violence

GAME BOY ADVANCE

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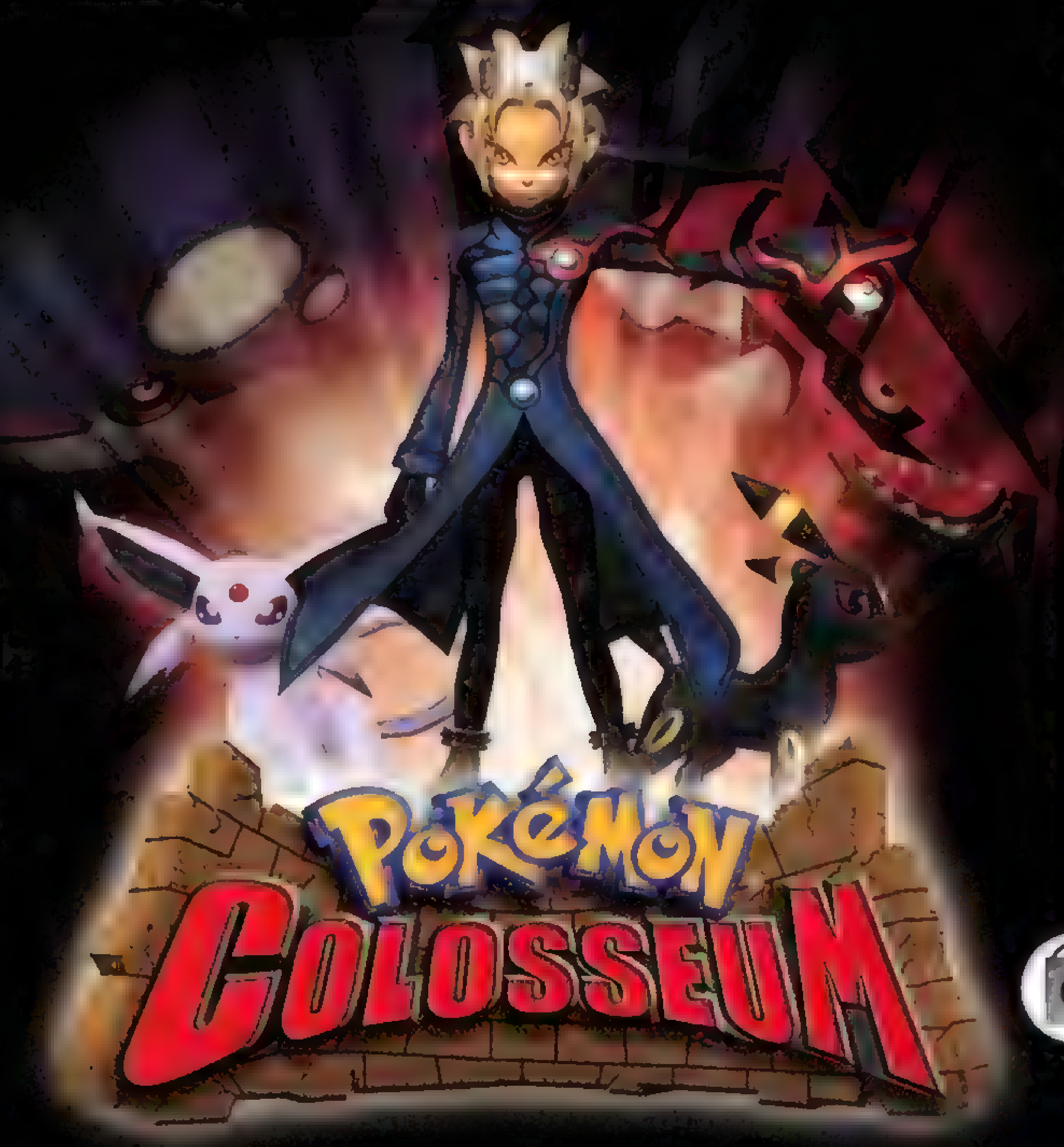
NEXT ISSUE

VOLUME 178 — APRIL 2004

Enter the Colosseum

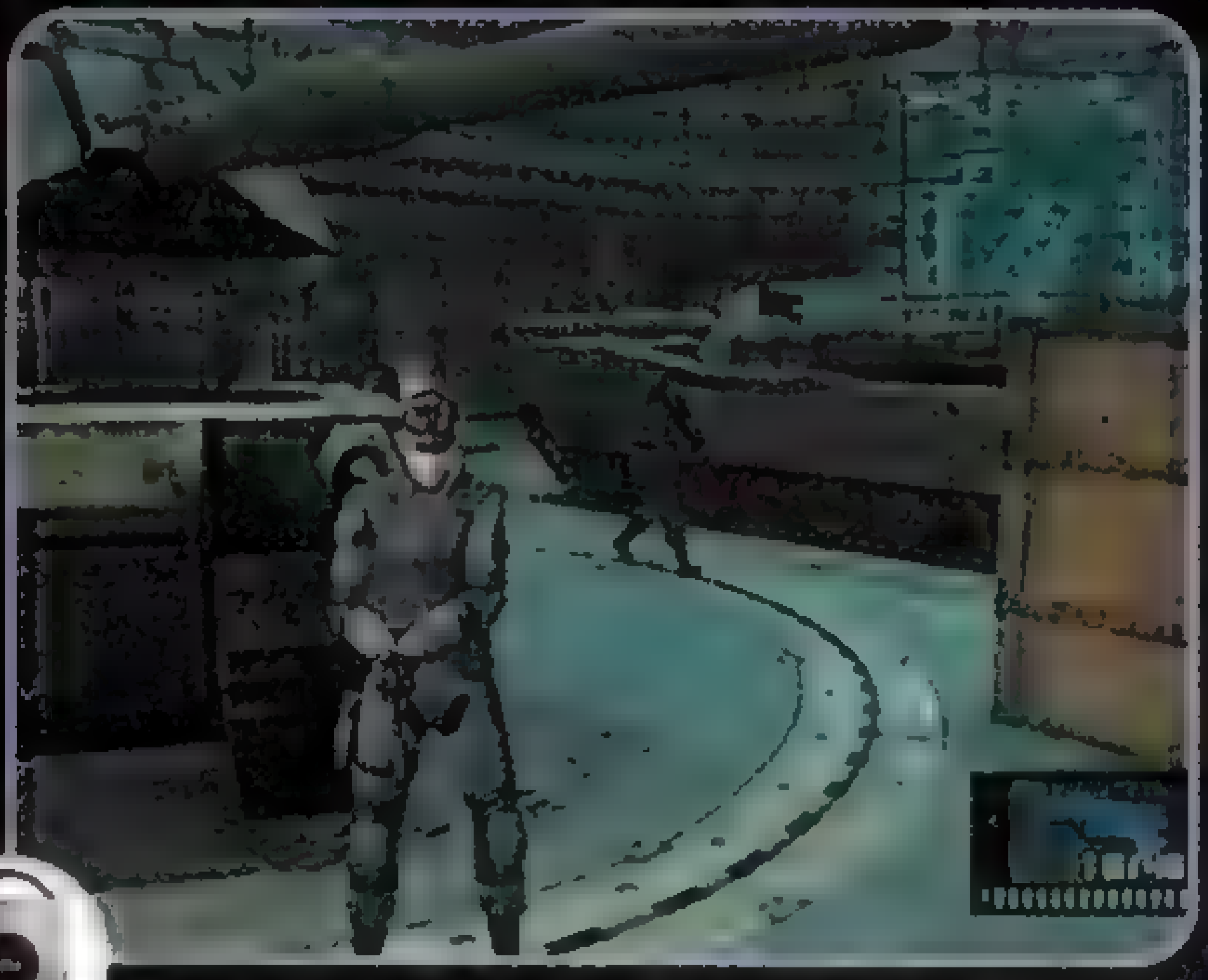
Pokémon Colosseum

Pokémon Colosseum graces our cover next month as we take a closer look at what's shaping up to be the most epic experience in franchise history. We'll bring you the latest details on both the intriguing new RPG scenario and the gorgeous two-on-two stadium battles.



Tactical Espionage Action

We'll also sneak onto Shadow Moses Island (via cardboard box, of course) for a hands-on preview of the GCN-exclusive Metal Gear Solid remake. Find out how Silicon Knights is making one of the best games of all time even better.



Metal Gear Solid: The Twin Snakes

Great Previews and Reviews

Harvest Moon: A Wonderful Life

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PROGRAM
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NormNav2 sliced with Sword!

Mega Man Battle Chip Challenge

James Bond 007: Everything or Nothing

Phantasy Star Online Episode III: C.A.R.D. Revolution

NP Award Nominations

It's that time of year again—next month we'll present the nominees for the 2003 Nintendo Power Awards. What was the GCN game of the year? Which title featured the best mullet? Vote for your favorites for a chance to win some fabulous prizes.

Plus!

- FINAL FANTASY: CRYSTAL CHRONICLES
- METROID: ZERO MISSION
- TALES OF SYMPHONIA
- BOMBERMAN JETTERS
- MVP BASEBALL 2004
- MAX PAYNE

Pitfall: The Lost Expedition

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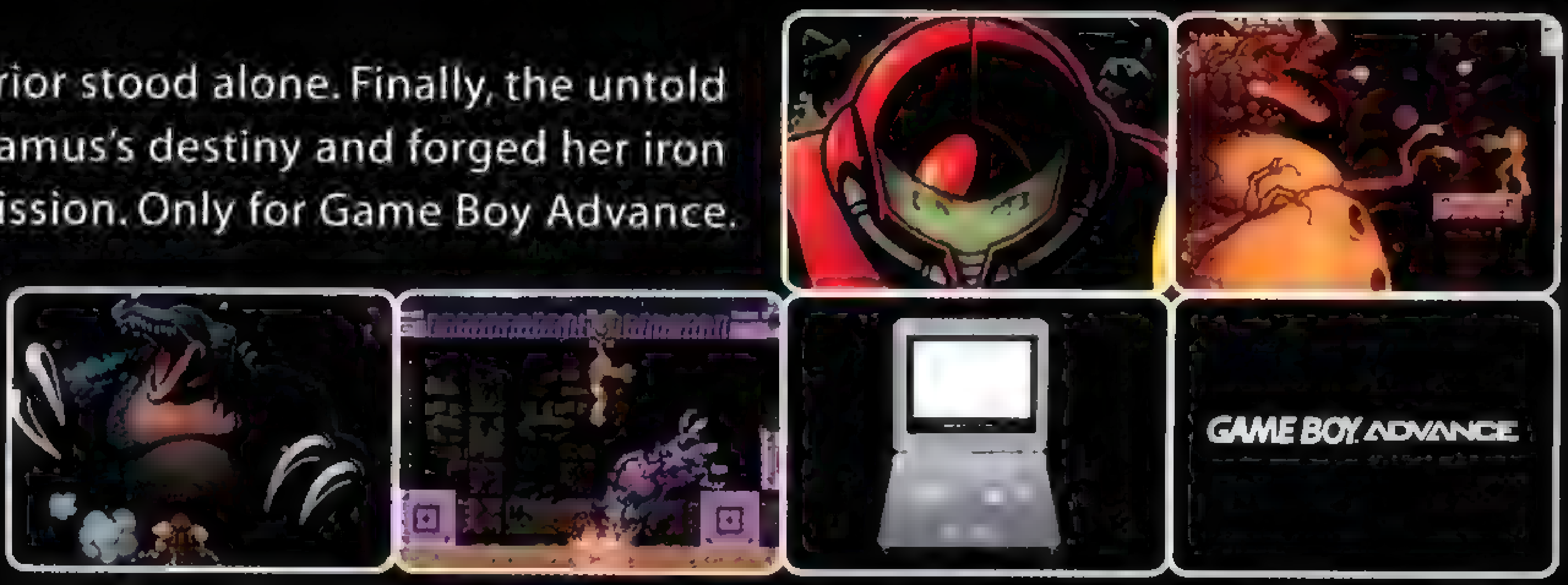
In the face of impossible odds, one warrior stood alone. Finally, the untold story behind the events that shaped Samus's destiny and forged her iron will is revealed in Metroid®: Zero Mission. Only for Game Boy Advance.



EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence

METROID
ZERO MISSION

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THE OFFICIAL GUIDE FROM NINTENDO POWER

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FINAL FANTASY CRYSTAL CHRONICLES
THE OFFICIAL Nintendo PLAYER'S GUIDE
GET CONNECTED

FINAL FANTASY: CRYSTAL CHRONICLES

Final Fantasy games are renowned for their attention to detail and mind-bending secrets—so what's a brave adventurer to do? Why, pick up the Official Player's Guide and make your journey a smashing success, of course!

- Full-color maps of every area, including the location of every artifact and treasure chest
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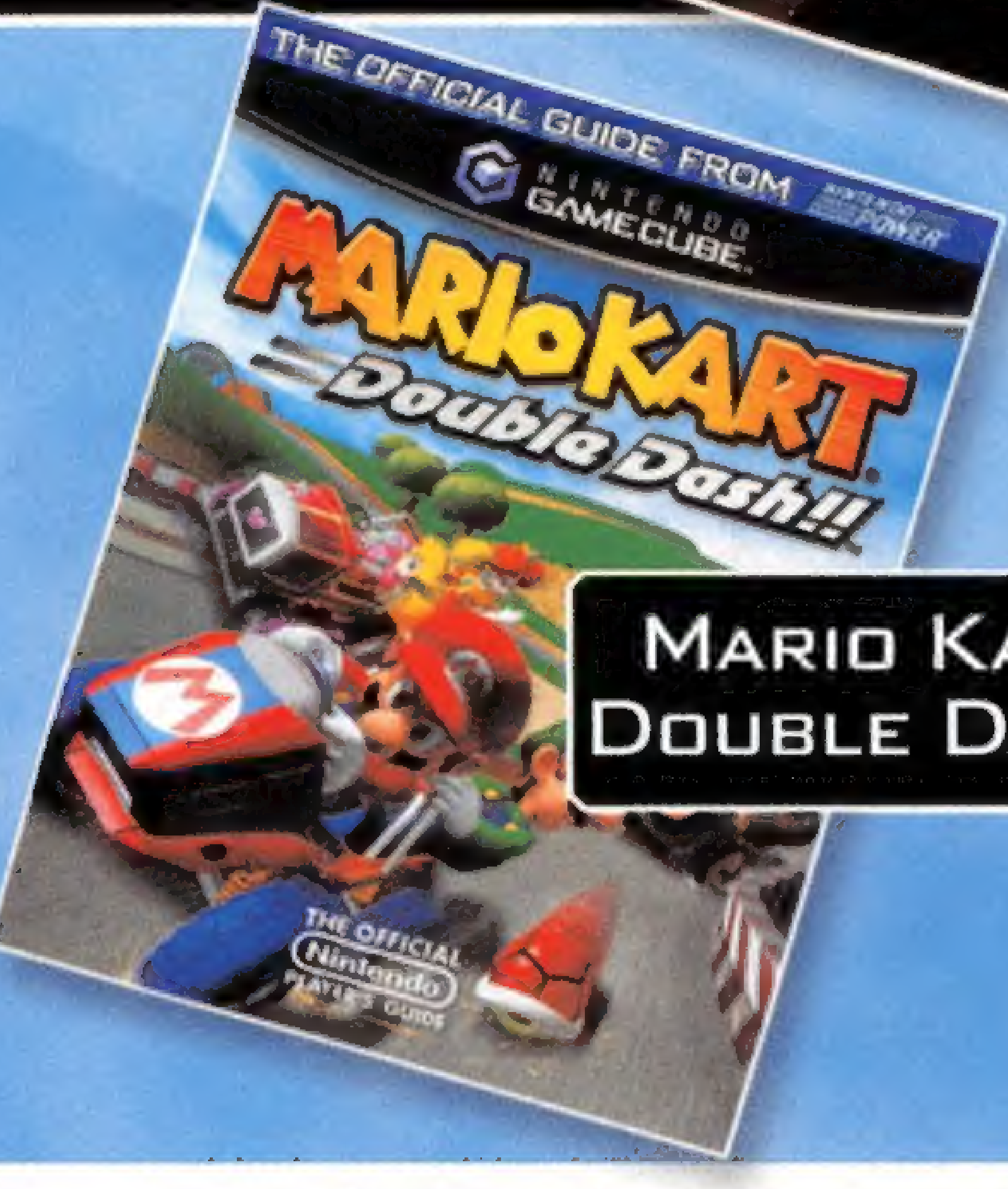
METROID: ZERO MISSION

For essential survival tips and info that even expert players might miss, pick up the Official Metroid: Zero Mission Player's Guide. It's the definitive source for details on the mission that defines Samus Aran.

- Complete callout-packed maps of every underground cavern, alien ship and ancient ruin
- A full walk-through with strategies for collecting all upgrades and items in record time
- The lowdown on the unlockable NES original and the GBA link with Metroid Fusion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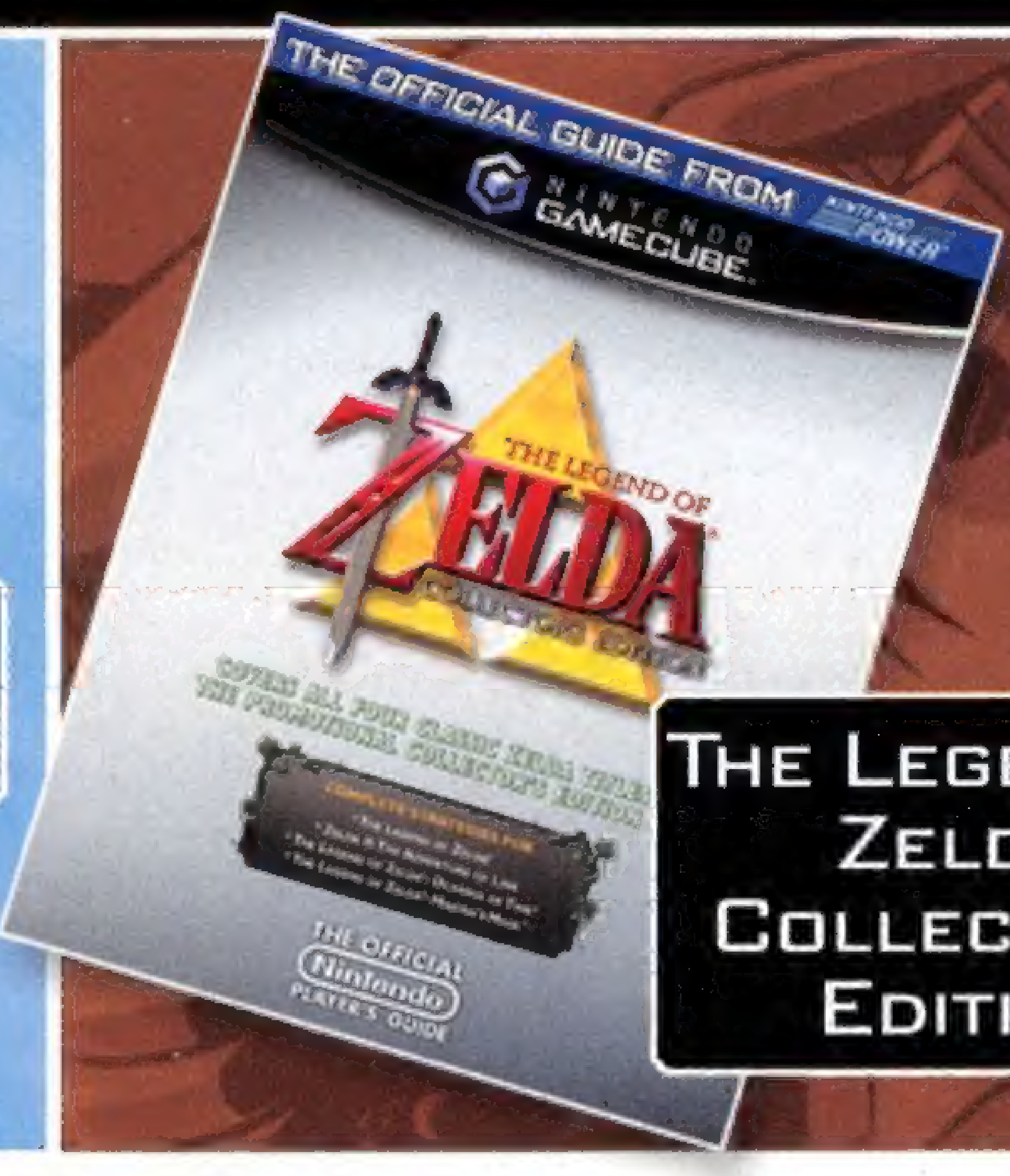
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